

Clack Valley

Clack Valley is the area around the River Clack among the Aberjourn Hills in northwestern Faerie Land. The map shows the entire length of the River and its main tributaries as it flows east to west into the great Faerie Run river where the Aberjourn and Hornpan Hills meet. The mapped area is around 50 miles west-east by 15 miles south-north (80 by 25 kilometres).

Almost the entire region, up to a mile or two (1.5 to 3 km) west of the Faerie Run, lies within the Faerie Land Core area (the extent of which can be viewed using the toggle in the FCW file). Here, there are substantial numbers of crossover portals and thinnings between the Mortal plane and that of Faerie, such that Faerie beings, creatures, events, places and objects are likely to be encountered by-chance at almost any time, and where portals may be sensed, discovered and passed-through - whether by accident or design. In the Faerie Land Core zone, non-Faerie beings may slip into the Faerie dimension without realising they have done so - or indeed once there, back into their normal, Mortal, plane. Similarly Faerie Folk and creatures are more likely to encounter those from beyond their realm here, at any time.

Many specific areas where portals are most frequently apparent are marked on the map. These are places where there are clear indications, for those sufficiently familiar with such things, that an active Faerie portal is present, or has been so recently. Portal-prone places can include individual or small groups of trees that are unusual in some way even ordinarily (perhaps being taller than normal, or especially fine specimens of their type, for example), extensive areas filled with identical kinds of plants (again, sometimes showing especially interesting or high-quality features), buildings or whole settlements, as well as constructed or natural features that draw attention to themselves when someone is nearby in some fashion (indicated by monument symbols on the map), some of the illustrated caves, and two sets of the Bull Rapids downstream (south) of the mouth of the Clack on the Faerie Run.

As the distribution of these portal places suggests, they are not limited to sites only within the Faerie Land Core, as some are active well west of the Faerie Run too. Those outside this Core area may be less obvious, however, except on eight special nights during the year, when the connections between the Mortal and Faerie realms draw especially close. At these times, anywhere on the entire Clack Valley map becomes the equivalent of being within the Faerie Land Core, while those regions ordinarily within the Core zone increase markedly in power and influence, to the point where occasional wild magical effects of sometimes substantial extent may happen. Such enhancements have little real effect for those of Faerie blood, although Mortals may struggle with them, notably those who have been trained to use controlled magical power that operates by reliable rules.

The eight nights last each from sunset to sunrise, with effects that are more pronounced when the White Moon is visible in the sky, particularly if it is full. Four are the nights closest to when the main solar events happen, the two annual solstices and equinoxes. The other four are Icemelt (40 nights after the winter solstice in Errynor), Bellturner (40 nights after the vernal equinox), Lune-asa (40 nights after the summer solstice) and Summerend (40 nights after the autumnal equinox).

All the folk hereabouts, Mortal or Faerie, recognise the special nature of these nights, and prepare for them. Mortals mark the occasions with bonfires and feasts, usually with trappings and foodstuffs particular to each occasion for the quartet of "winter" events, between the autumnal equinox to Icemelt. Similarly individually-styled

fairs, with activities, games and foods, again with bonfires, are used to mark the four “summer” nights, from the vernal equinox to Lune-asa.

Commemorating the apparent motion of the Sun and the annual round of the seasons, appropriate to the occasion, dominates the solstice and equinox nights, frequently involving the interplay of light and shadow, heat and cold, dry and wet. At Icemelt, the end of winter, the beginning of spring and new life are celebrated, commonly with short poems and the exchange of colourful tokens. Bellturner’s activities centre around the starting of fresh projects and new ideas, usually signalled in important, and even some lesser, cases by the ringing of a bell. Lune-asa, a name derived from a widespread belief in this region in the magical link between cats and the White Moon (after the deity Asa, portrayed often as a great black cat, said to be the progenitor of all cats), involves celebrating the start of the harvest. It is always considered especially propitious when it falls on the night of the full White Moon. Summerend is closely associated with remembering the dead, notably those who have died during the past year, though it is also considered a time for reincarnation and foretelling the future. Those of a necromantic persuasion favour it as an auspicious time for revivification of the dead. It also traditionally marks the end of harvest-time and the beginning of winter.

[Something of the natures of these nights and the names for the four non-solar festivals, were loosely based on the timings, names and folkloric associations of the medieval Irish cross-quarter fire festivals of Imbolc or Oimele (now considered Feb 1), Beltaine (May 1), Lughnasa (Aug 1) and Samhain (Nov 1), and the more modern - 19th to 21st century - significance ascribed to these and to the equinoxes and solstices.]

It is though important to appreciate that only the more obvious, more permanent or reliable, Faerie portals are shown on the map. Others that come and go erratically, and which affect smaller places, may be found at times, as the GM may require, most particularly on any of the eight special nights of the year.

Faerie Folk come in a great range of physical forms, often, if not exclusively, humanoid in nature. Indeed, their physical appearance need not be fixed in any given shape at all, although many do tend to prefer one style of shape overall, simply as being more comfortable. Any might appear as a cloud, mist, or a mountain, a boulder, a pebble, a tree, a bush, a plant, an animal, bird or insect, any of Errynor’s typical humanoid beings, or those from elsewhere on Nibirum, or something that combines elements of several of these, and may change from hour to hour or day to day as suits them. All Faerie Folk are innately magical, often strongly so. Indeed, some suspect they may actually be the living embodiment of magic. They do not “belong” to Errynor, strictly speaking, as they ordinarily inhabit a different dimension that occupies the same physical space as Errynor, but which can be accessed only using specific power points on either plane, or by powerful magics otherwise. The Faerie Land Core overlay merely indicates the relative profusion of such power points in this part of Errynor.

Faerie Settlements, which may have a fantastical, sometimes variable, appearance even in “normal” Errynor - such as colourful, with a wild mix of architectural styles, including some seemingly living buildings - can be still more astonishing when visited on the Faerie plane. Those familiar with the portrayal of the Feywild in *D&D*, or the system of nested, increasingly powerful/magical/weirdly wonderful *regio* (essentially planes) of Faerie in the *Ars Magica* RPG, will have a closer idea of how such places may seem and function within Errynor.

Aside from such magical influences, the mapped area east of the Faerie Run also enjoys a somewhat more clement climate than places west of the great river. Although most woods on either side of the Run are predominantly coniferous, as the climate overall

is a cool to cold temperate one here, the lands east of the Run enjoy a longer growing season so everything tends to be a little more lush and fecund, with more groves of deciduous trees in places than are typical elsewhere. Similarly, in winter's depths, the ice, snow and cold is never so deadly in the Faerie Land Core as it is sometimes beyond the Faerie Run.

It is important to appreciate that much of even the Faerie Land Core places appear, indeed usually are, perfectly ordinary. As do many of the crossover points, which of course is where the real magic of the place lies!

Map Features

More than 60 labelled places are indicated on the map. Most are natural features, with some constructed sites. All the constructed places are provided with notes below, along with some of the more unusual natural features. The FCW version of the map also includes three toggle options beyond showing the Faerie Land Core region, "Clouds", "Creatures/Plants" and "Key".

As all the clouds are purely decorative embellishments, part of the Alyssa Faden overland mapping style used here, the "Clouds" toggle allows them to be shown or hidden as required. Similarly, the "Key" toggle hides or shows the Faerie Portal Areas key when desired. The other key, for Creature & Plant Labels, is visible only when the "Creatures/Plants" option is active.

The markers for natural and giant animals, monsters and plants show only those more significant, active, obvious or dominant types in their vicinity. They are not a comprehensive listing of everything that may be found, although their range and types may help GMs decide what else might be added in other spots, albeit as ever, all such items are purely at GM's discretion anyway. In addition, not all of the creatures, monsters and plants are illustrated with markers on the map, and are instead discussed in relation to specific places they are at or near in the notes that follow. To assist, the next two sections here list and discuss the creatures and monsters, and plants, shown by labelled markers only.

Labelled Creatures & Monsters

Game statistics for most of the mapped creatures and monsters can be found among the D&D and related RPG rules, or interpolated from them, if required. The smaller ordinary animals occur in numbers sufficient to be obvious to even casual passers-by around their indicated places, or if not them, then signs of their activities (a profusion of rabbit or badger burrow entrances, for instance, or distinctive spoor patches for creatures that habitually mark their territories this way, such as stags, foxes and otters). Animals which normally have no connection to Faerie, when encountered in a Faerie Land Core area, or near an active Faerie portal outside the main Core region, might be unexceptional, or might have minor or enhanced aspects about them (such as strong or odd colouring or behaviour - like birds singing together in harmony, perhaps), through exhibiting strongly abnormal behaviours (animals behaving like humanoids, maybe wearing some items of clothing, quadrupeds walking like bipeds without effort, or taking meals together at a table, for example), to being genuine Faerie creatures using magic, perhaps illusions, to appear as Mortal ones.

The following paragraph is an alphabetical listing of the labelled creature and monster markers on the map, each representing a single marker unless a parenthesized number is shown after the name.

Badgers, Bees, Bitterns (see the Dank Springs notes below on these), Black Bears (2), Brown Bears, Crickets, Faerie Wild Cattle (see below this list), Flies, Foxes, Giant Pike, Giant Stags, Hares, Hawks, Herons, Mosquitos, Ogres (see the Rising Sun Hill notes later), Otters, Owls (see the Owl's Heath notes below), Phase Spiders, Rabbits, Stags, Starlings, Weasels, Wild Boars, Wildcats, Wild Goats (2), Wolves.

Faerie Wild Cattle: The animals in the herd of Wild Cattle around the lower Lore Stream valley and its neighbouring hills north of Dumbra have a form similar to the Aurochs of D&D (detailed in "Volo's Guide to Monsters"), with the distinctive Faerie colouring of white coats except for their red ears and muzzles. They have a very fierce temperament when provoked, although they also have a greater intelligence than their D&D counterparts. They will not allow any humanoid creature to touch them, or even approach too closely. A cow will kill her calf should it be so touched, for instance. They are inherently magical beasts, have a natural resistance to all forms of magic, and are fiercely protective of the lands they habitually roam hereabouts. The herd is led by a great King Bull of especially impressive size and power. The Humans of Cornwell and Stone Keep will warn against entering the herd's territory, should anyone seem inclined to try.

Labelled Plants

All the plants in this region are of similar type to those found in real-world northern Europe modernly, should more detailed information be needed on any. Their labelled, marked areas are places where Faerie portals commonly manifest, as noted earlier, and when the portal is active, the named plants become more obvious. Flowering plants will bloom profusely over a large area, often with strong to intoxicating scents even when their own is ordinarily unnoticeable, and to the exclusion of any other flowers. Shrubs and trees may become unexpectedly active (in the manner of D&D-style "Awakened" plants), with those ordinarily able to do so producing copious amounts of delicious fruits. Any affected plants may put on new growth at an easily-visible speed. This activity calms, fades and dies away when the portal becomes inactive, to the point where even those with Faerie blood may struggle to identify the places as at all unusual. Additionally, small quantities of the plants taken at an "active" time for a specific purpose, as long as they are retrieved with due reverence to the plants involved, have and retain any known medicinal or magical properties indefinitely, until used for that particular reason only. Not all plants possess such extra qualities, but for those that do, some suggested properties are given below, extracted from beliefs in the late medieval real-world Herbals by John Gerard (1597) and Nicholas Culpeper (*circa* 1640). Note that not all the Faerie-influenced plants are labelled separately on the map, as some are instead included in the "Places" descriptions later in these notes.

Brambles: A very thorny fruiting shrub, which produces blackberries, and often forms impenetrable thickets three to six feet tall (1-2 metres). Bottled blackberry juice lasts well, with both berries and juice highly effective against all manner of serpent venoms. Found between Brambly Peck and Grey Spring Crag in the north-central part of the map.

Crab Apple (Lone): A solitary, isolated tree, some 30 ft high (9 m), in a valley northeast of Grey Spring Crag in the north-central mapped area. When active, a profusion of fruit can pull its lower branches almost to the ground with their weight. These small, yellow apples are very sour to eat, but when a bite is held in the mouth till the eyes water, and so long as that effect lasts, the eater can see things ordinarily invisible. This only works with undamaged fresh fruit. Once bitten, the effect fades.

Dandelions: Extensive Faerie-influenced dandelion meadows occur in the southern Hornpan Hills on the east bank of the lower Shatter River near the map's southwest corner, and in the valley south of Mist Fell and west of Wildcat Dene near the centre of the map. A low-growing soft plant with bright yellow disc-like flowers that become white spherical globes of tiny parachute seeds, which blow readily in the slightest breeze, carrying them long distances sometimes, and especially in Faerie-induced quantities, these can fill the air like mist.

Foxgloves: Dense groves of these up to half-Human-tall soft plants, with their white or pink-to-purple mitten-like flowers on long vertical stalks can, be found blooming in great numbers near the Shatter River on the Grandside Pastures in the northwest map corner. Their long, tongue-shaped leaves can be used to help bind and heal fresh wounds, while an ointment made from the leaves will cleanse and heal old wounds and skin afflictions.

Gorse: Shrubby (up to 8 ft, 2.5 m tall), very thorny, often impenetrably dense thickets of gorse occur on the west bank of the Shatter River near the map's central-western edge, on the south bank of the Argent Lode southwest of Arcane Tor near the centre of the map (where numerous wildcats have made their lairs), and on the hills south of Reflection Glen and Lilac Dale in the map's northeastern corner, north of Avontree. The bushes are often covered with small, bright yellow flowers that here have a strong almond scent, especially when Faerie-influenced.

Heather: The hills south of the Clack valley on the west side of First Youth Beck, near its confluence with the Clack, towards the map's middle, become strikingly bright purple when the Faerie influence is upon these tracts of low-growing flowering shrubs on the moor here. The effect can be dazzling when crossing over the hillside to where the plants lie. A sprig of heather, collected by someone who has just seen such a floral display for the first time can be used as a lucky charm by that person for a limited time afterwards (usually until the dried flowers fade and/or fall off). GMs can best determine how long this may be, and what the effects are, to suit their own game.

Holly: A lone, spiny-leaved, evergreen holly tree, always covered either with scarlet berries or tiny, pink-white very fragrant flowers when the Faerie aura acts upon it, stands high on the southern slopes of Rising Sun Hill, near the northeast corner of the map. It is almost 60 ft tall (18 m), with leaves growing right down to the ground. It becomes fully Awakened when Faerie-influenced, and is then able to converse. It possesses much arcane knowledge. It will set an appropriate quest to anyone requesting its aid.

Mint: In the southwest map corner, at the southern end of the Hornpan Hills between the Shatter River and the Faerie Run, is a low-lying area nearer the Run where many strongly-scented mint plants grow in profusion ordinarily, but in still greater numbers, and covered in spikes of tiny purple flowers, when affected by the Faerie Land Core. Mint leaves can be ingested whole and fresh, or used to make potions, to cure stomach disorders and overcome any ingested poisons. The scent can become overpowering here, and venomous creatures of all kinds habitually avoid the place.

Primroses: Small, low-growing soft plants with distinctive pale yellow early spring to summer flowers, which, when enhanced by the power of the Faerie Land Core, can be

found in exceptional numbers across the floor of the valley at the eastern foot of Breeze Edge in the southeast map corner. Potions made from primrose flowers and leaves will cure brain maladies from simple, persistent, headaches to temporary insanity, if taken either orally or inhaled.

Raspberries: Sheltered in a valley southwest of Lilac Dale in the map's northeastern corner, lightly-thorned raspberry shrubs cluster in great numbers, each producing very many wonderfully large red to purple fruits when under the Faerie Land Core's effects, often attracting large flocks of small, fruit-eating birds and insects.

Wild Roses: There are dense thickets of wickedly thorny wild rose bushes in the hills west of Mist Fell, between the valleys of the Spelllight and Lore Streams west of the map's centre, with more east of Hidden Breeze Copse in its southeastern corner. Both areas are able to defend themselves well even when not so active under the Faerie Land Core's power, thanks to their many, hooked, very sharp thorns. Flowers of pink-white to red adorn them in huge numbers especially under the influence of Faerie, with their delicate scent. From these are later produced bright red fruits, or hips, although the Faerie influence means both flowers and hips can be seen on the same bush simultaneously sometimes. Aside from a valuable food, including for smaller animals and birds in winter, these rose hips have magical healing properties when eaten raw, or made into potions and cordials to preserve this ability. Note the more central wild roses grow in conjunction with a grove of flying rowans, with which they intertwine (see next entry).

Rowans: As just mentioned, a group of five flying rowans entwined with, and thus protected by, a dense wild rose thicket is in the hills west of Mist Fell in the central-western part of the map, with a larger copse of a dozen rowans on a hillside roughly midway between Dumbra and Manor Dawn in the map's southwestern quarter. These southwesterly rowans are each up to 50 ft tall (15 m), while the flying rowans are all less than 30 ft high (9 m). **Flying rowans** are ones that live on thinner, often rocky, soils, where parts of their roots become exposed to the air, so they seem as if clinging-on to the rocks of crags like more mobile living things might too, and often have more twisted shapes. Both forms of rowan produce rafts of tiny, cream-coloured flowers which have a delicate scent, before those grow into clusters of small, spherical, scarlet berries. The fruits can be eaten, or used in potions or poultices to magically help heal open wounds. They will keep for up to a year and retain their power if they are carefully dried once ripe. Rowan wood has an innate magical power over all kinds of hag, and hags will not approach a rowan tree if they can help it. Flying rowan fruits and wood are especially strongly magical, even when encountered outside Faerie Land Core regions, so the trees are often planted to help keep hags away. Here, when active under the Faerie Land Core's power, the flying rowans become Awakened (like the Awakened plants of D&D).

Spruces: An isolated stand of four spruce trees is near the west bank of the Faerie Run in the map's northwestern quarter, distinctive coniferous trees, each about 160 ft (50 m) tall, with fruiting cones each up to 6 inches (15 centimetres) long. While common hereabouts, such a small, solitary group of mature, adult trees is not, to those familiar with these matters. Many small insects and birds live in the trees, and some of the tinier Faeries may be seen here at times too, when the Faerie influence strengthens.

Strawberries: Extensive meadows of low-growing, soft plants bearing white flowers and distinctive, edible fruits that ripen to a sweet redness occur near both the Faerie Run and Shatter River in the map's western part, one east of the Run near the southernmost Faerie-portal set of Bull Rapids, the other by the northern tip of the Hornpan Hills east of the Shatter and west of the southern Witching Wood.

Thistles: When the Faerie Land Core is active here, one of the hill-encircled vales between the Spelllight and Lore Streams in the map's central-western half, west of Mist Fell and south of Grey Spring Crag, becomes densely filled with drifts of thistles, each plant up to 10 ft tall (3 m), each of which has many very sharp spines on its leaves, and distinctive, large purple flowers which have an unmistakable perfume.

Thyme: Areas of this low-growing, woody-stemmed, strongly-scented herb form substantial lawns in the valley a mile or two (1.5 to 3 km) east of Embra city in the east-central part of the map. Covered with tiny, pale purple flowers, especially when affected by the Faerie Land Core. Fresh or dried, made into a potion or a simple tea, and drunk, thyme can magically restore fatigue and cure minor ailments with its limited healing properties. The plants here are Awakened at all times, and are able to pass scent messages to Embra, should the need arise.

Walnut: An impressive, solitary walnut tree stands near the east bank of the Shatter River west of Witching Wood, close to the map's northwest edge. It is about 60 ft tall (18 m), and when under the Faerie Land Core's effects especially, produces many tasty fruits.

Whispering Grass: A magical, Faerie plant that seems to be merely ordinary Human knee- to thigh-tall grass, similar to that which grows in many other more open spaces, rustling whenever a breeze moves it. Whispering Grass though is not found outside major Faerie Land Core zones in Errynor. It is sentient, and can move in a limited way, allowing it to whisper messages and information - or misinformation, as it can be capricious - to those passing through it or very nearby. It has sharp-edged leaves, which can easily slice painfully, if not deeply, into unprotected flesh. It is found unlabelled in Wispy Vale southwest of Verdant Chase in the map's lower west-central area, and some of the dells on the east side of an unnamed brook to the Clack's south, west of Dumbra, known as the Violet Linn. The Giant Stag herd by this latter area knows well to avoid it.

Wolfsbane: On and around a hilltop between the two upper tributaries of the Hazyral Brook, and the Silverburn, north of Embra in the map's central-eastern part, can be found swathes of these tall plants (each two to three feet high, 60-90 cm), with their distinctive hooded, dark purple, flowers. As a result, the plant is sometimes known as Monk's Hood instead. Any part of the plant is deadly poisonous if ingested, although with care, it can be prepared by those knowledgeable enough into a poisonous salve for use on sharp-edged weapons.

Natural Places

Only those labelled natural features having some known game-relevance are discussed here, in alphabetical order. It is not an exhaustive catalogue of every labelled spot on the map, however. For clarity, individual hill names have been used just for the more prominent or unusual hills, with in most cases a map label which only touches a small

part of that particular hill. Hills that are covered by the label are not intended to be indicated by it. Most of the map is filled by part of the Aberjourn Hills, a range which extends off-map to the north, east and south, hence its larger, imprecise label.

Arcane Tor: Faerie portal site. The Tor is at the headwaters of the Argent Lode, a little northeast of the map's centre. On one of the flat, pale sandstone rock outcrops on its higher southwestern slopes is a series of about nine humanoid footprints. Their type is too worn to identify, but each is around the size of a typical adult male Human's, or slightly larger, and spaced similarly to such a Human's normal walking stride. When inactive, the Faerie portal here can be opened sometimes by stepping into the prints in a particular sequence, albeit one which is known by just a few.

Aurora Glen: Faerie portal area. In a valley close to the central-eastern map edge is a copse of ten magnificent black poplars with their characteristic dark, deeply-furrowed bark. Each is around 100 ft tall (30 m). A glade in their midst gleams with pale, moving curtains of light at night, and when the aurora is present in the night sky overhead, the patterns and colours in glade and sky seem to match one another.

Baffling Crag: Faerie portal area. On the southern slopes of an unprepossessing smaller hill among those scattered southwest of Hidden Hill, near the map's central-southern edge, stands a very ancient pair of gigantic redwood pines, whose vast trunks have seemingly merged into one over time, forming what is a substantial wooden "cave" tucked away in their middle. Each tree is about 350 ft tall (110 m), and where the trunks can be identified as separate, roughly 50 ft above the ground (15 m), they each have an approximate diameter approaching 80 ft (25 m). The scent from the trees is very pleasant, and magically calming, with the power to send any creatures having destructive intent here to sleep long before they reach the trees. There are odd grassy hummocks in places suggesting this has happened several times in the past, where the creatures have slept on permanently, until their surroundings gradually buried them where they expired. The "cave" is hard to find among the maze of interlocking, massive, buttress roots at ground level. Inside it is what seems to be a life-like statue of a recumbent Lammasu, a colossal, male, human-headed, winged bull, whose eyes are shut, and which has substantial patches of moss and lichen growing on it. The soothing scent here is very strong and drowsy. The creature is though very much alive, and fully aware of all that happens nearby. It is in a kind of stasis, needing no sustenance seemingly indefinitely. Like all its kind, it is a powerfully magical, benevolent, guardian. Few know it is here, and it will stir to action only at very great need. It is unclear if the Lammasu is here because of the trees, or if they are here because of it. They all seem to have been together for several thousand years at least, looking at how the shapes have grown to accommodate one another.

Bull Rapids: Six sets of rocky rapids in the Faerie Run, from a short way upstream of the Clack's confluence with the Run to where the Shatter River also joins the Run south off the map. All six are indicated. Another set of rapids on the Shatter, near where it exits from the Hornpan Hills, is sometimes considered part of the Bull Rapids by locals as well. Two groups of the Rapids, the first downstream from the mouth of the Clack, and that closest to Manor Dawn further south, are Faerie portal sites.

Comic Ridge: A group of connected hills trending loosely southwest-northeast near the map's top-centre edge has an ordinary rocky cave, which the wolf pack that frequents the area uses sometimes as a shelter and den.

Crystal Air: Faerie portal site and hill name. A large, translucently pale blue, single, multi-faceted crystal, having the form of a typical, somewhat irregular, standing stone menhir otherwise, is set on the upper western slopes of one of the larger hills on the west bank of the Wadingburn, south of Embra city. Its above-ground part stands about 15 ft tall (4.5 m), and is approximately 4 ft across in its longer cross-section (1.2 m). While not obvious, as the hill seems no different to any other nearby, the hill's interior is also part of this same, single, gigantic crystal. The above-ground part is effectively immovable as a result. A Sylph is often found near here, although it is unclear if this is where she lives, or just where she prefers to be. **Sylphs** are powerful female Faerie beings that can assume any form of any size they choose. However, their form is always beautiful, and has some, if often vague, humanoid features. The larger a Sylph becomes, the more insubstantial she seems; one that becomes the size of half the sky would have the opacity of thin cloud, mist or a rainbow, for example. Sylphs can become invisible at will, and can control the wind, often riding along with it, if they can be seen at all. They like to observe the living world, especially Mortal humanoids, and a Mortal with an especially strong or persistent nature might be aided by a Sylph, should she feel so inclined - such as, as a guide to those wandering lost; who can divert bad weather; foresee future events; or aid someone injured or seriously ill. Sylphs are usually friendly towards good-intentioned folk, though anyone who is unpleasant, ungrateful, or who stupidly tries to harm one, is liable to be severely punished with curses and illnesses. When they interact with Mortals, Sylphs never fully materialise, commonly appearing as a ghostly form at most. They are particularly concerned with the land's, and humanoids', fertility. It is never clear if they are genuinely present on the Mortal plane, so what is seen of them may be merely their spiritual shape, projected at will from some hidden depth of the Faerie realm. Old tales hold that Sylphs were once the handmaidens of long-departed ancient deities, whom the Sylphs continually seek. This Sylph has the name "Crystal". [Sylphs once featured in earlier versions of D&D before 5th. This description draws partly on those notes, although it is much more informed and influenced by the discussion on pages 58-59 of "Faeries: A Complete Handbook of the Seelie" for *Ars Magica*.]

Crystal Tor: Faerie portal site. Roughly five miles (8 km) southwest of Crystal Air, west of Hidden Hill and north of Baffling Crag, towards the lower border of the map in its central-southeastern part, this is a large, distinctive hill, on whose higher southwestern slopes is a Faerie portal cave, which a griffon uses as its home. The Tor's name is not accidental, as the Sylph Crystal from the Crystal Air location (see entry above), may be encountered here too sometimes.

Dank Springs: This is an extensive area of reedy marshes and wetlands surrounding the headwaters of the Father of the Sea river, and through which runs the main southern tributary of Weird Stream (unlabelled, but known as Mist River after it leaves Dank Springs). It lies roughly midway between, and east of, a line from Shrouded Dell to Gnarled Tor Woods in the map's southeastern quarter. The marshes and adjoining valleys are subject to frequent fogs and mists, so it is very easy to become disoriented or lost here when the weather suddenly closes-in. The pools and bogs can be deadly to the unwary as well. Two areas of reedy wetland, marked by Faerie Portal "Plants" markers, one on Dank

Springs' northeastern fringes, the other on its southwestern side, are indeed such portal places, where the vegetation and creatures may take on a stronger Faerie character at times. These places remain as deadly to the careless as ever, even so. The Faerie aura can affect the foxes that live by the Springs' northern edge, and also the bitterns, which live across much of the swamp's northern half. The bitterns' weird, booming, calls, the birds themselves almost always unseen, as well-camouflaged among the reeds, can be heard over great distances nearby, prompting tales of ghostly monsters which helps keep Dank Springs mostly free from visitors. When affected by the Faerie influence, travellers may believe they have genuinely seen such monsters, conjured from the bitterns' cries and their own imaginations.

Dew Stand: Faerie portal area. In the midst of the Hornpan Hills towards the central-western map edge, this small coniferous wood contains a grove of eleven larches in its eastern part, hidden among the other trees. The larches indicate the portal area here, as the rest of the wood is quite ordinary most of the time, beyond the Faerie Land Core zone, except on the eight special nights during the year. The floor of the grove has a golden hue from years of collected fallen larch needles, which have oddly never decayed. The Faerie trees themselves usually seem a brighter green than their neighbours, although this is primarily a contrast effect against the darker pines, as it is the larch's normal colouring. Each larch tree is around 130 ft tall (40 m).

Fading Road: An unpaved trackway that runs along the east side of Wadingburn, between Bidpuddle and Embra city in the map's southeastern quarter. From Bidpuddle, the track continues south off the map, and although increasingly difficult to follow there, as less used and so more overgrown, it does continue on along the western side (or sometimes the eastern) of Crescentflow Beck in its valley, in the direction of Seeker's Commune, approximately 35 miles (55 km) south of Embra.

Faerie Run: The great river of this area, of which just a short stretch is drawn on the map. It flows north to south near the map's west side. The western edge of the Faerie Land Core more or less mirrors the river's course, a few miles/kilometres west of its western bank, so the Run actually lies within that zone. There are two Faerie portal sites on it, in the form of some of the Bull Rapids (see above on these). However, the Run is more than simply a watercourse, as it is a magical Faerie being in itself, what is sometimes known as a River God. Humanoids living nearby wishing to take fish from the river, to swim or boat on or across the river, always make some propitiatory sacrifice to the River God first - such as wine, flowers, a special ritual object, or even an animal. The God rarely appears in a recognisable form, except occasionally in summer, when a great satyr playing Pan-pipes may be seen running, or dancing, along the river bank. The music is sweet, wild and very like the continuous sound of running water (the satyr seems not to need to take breaths to keep playing). He wears a garland of river-weed, and trails more weed like a ragged cape when he moves. Other Faeries, commonly in water nymph or satyr forms, may accompany him, and rarely other humanoids may join the train of merry-makers, although it is most unsafe for Mortals to do so, as they may end up exhausted and permanently weakened, or perhaps drowned. The satyr and any entourage can create havoc wherever they roam along the waterside. Those Mortals who try to drive them off will suffer misfortunes in the coming year; those who simply accept this without complaint will enjoy equally good fortune. The God of the Faerie Run understands Mortal languages with difficulty, and can speak only using sounds the river could make, which is

often too loud and confused to be intelligible. He is happier acting than talking. He possesses the deity-like power, strength and magics of the river, and can appear in many other forms should he wish. Like any major watercourse, never to be trifled with. The likelihood of encountering the God by-chance on this short stretch of the Faerie Run is very small; if not quite zero!

Fireflies Hollow: Faerie portal site. A very ancient, extensive, grove of yew trees, a little over a mile (2 km) northwest of Dumbra, in the southwestern quadrant of the map. The grove is on the west bank of the (unlabelled) Fae Light Stream. As yews age, they tend to develop many offshoot or split trunks, progressively further from their original growth spot, but there seem to have been at least eleven original source trees here. The place is highly magical, and tiny Faeries are commonly seen flitting about, often as spots of multicoloured light, partly hence the place's name. Celebrations are held here by the Dumbra townsfolk on the eight special nights during the year. The yew growth is dense, and getting into the grove can be like traversing a spiralling magical maze, one which changes from one visit to the next. The grove is several thousand years old. A ford crosses the Fae Light at the nearest point to Dumbra.

Gnarled Tor Woods: An extensive coniferous woodland which continues for 3 or 4 miles off the map's southern edge (5 to 7 km), in the map's southeast quadrant. Gnarled Tor itself is the larger, unlabelled, hill deep in the middle of the Woods, right on the map's southern border, just southwest of Hidden Breeze Copse. Tor Beck (also unlabelled) runs north through the centre of the Woods from springs on the Tor's north side. The mapped woodland north of the Tor is often cold and bleak, even in summer.

Hidden Breeze Copse: Faerie portal area. A group of eight mature spruce trees on the eastern side of Gnarled Tor Woods marks this spot as unusual, as the trees are notably taller specimens than any others in the vicinity. Each is over 150 high (45 m). Many insects and tiny Faeries are active in the trees much of the time. The hill the Copse is on is south of the larger Breeze Edge nearby.

Hidden Hill: This is somewhere in the hills south of Embra, about midway between the River Clack and the southeast-central map edge. It is said no one actually knows which hill in this area east of the headwaters of First Youth Beck is really Hidden Hill, hence the name. Or at least, this is the tale one may hear regarding it in Bidpuddle to the southeast.

Hornpan Hills: Only a small part of the lower, easternmost, range of these Hills are shown, on and near the map's western edge. They extend around 30 miles (50 km) west from here.

The Jade Wood: Faerie portal area. A copse of 13 mature maidenhair trees (also known as ginkgos) on the southwestern slopes of a hill overlooking the confluence of the River Clack and the Faerie Run, surrounds an open glade containing a huge turf-cut avian figure, constructed to reveal the pale grey limy sandstone rock of the hill. It is unknown who cut the design, or keeps it free from fresh turf growth and remaining obvious. The figure can be seen only from the air, as the trees cluster closely around it. Each of the trees is around 100 ft tall (30 m).

Lore Stream: This river rises in springs to the south of Mist Fell in the northwest-central part of the map, flowing west from there into Spelllight Stream. The Faerie Wild Cattle described earlier commonly frequent its lower stretch. It is an unusually magical river, whose waters, if drunk fresh from its upper reaches under the right circumstances, can sometimes give a person fresh insight into a pressing problem, or reveal hidden knowledge to them.

Luminous Grove: Faerie portal area. Towards the map's south-central edge, on the north side of the upper River Copperington is a grove of eleven pine trees, in the centre of which is an open glade where grows a single silver birch tree. The pines are similar to the Scots Pine, with their red-brown to orange upper trunks, and greyer lower ones, which tend to be devoid of substantial branches. Bushy, thorny, low undergrowth surrounds the bases of the pines as a result, making access to the central glade for non-flying typical humanoids difficult. The pines are each between 120-130 ft tall (35-40 m), while the birch is smaller, at 80 ft or so (25 m).

Lusty Tump: Faerie portal site. This is a small, yet still substantial, conical, circular-based hill, approximately 300 ft in diameter (90 m) and nearly 50 ft high (15 m). Into this, a 3 ft wide (1 m), hard-packed-dirt path has been cut with care in a spiral up from the hill's eastern base in four complete clockwise circuits, to the eastern side of its apex. At its top is a circular, flattened area some 12 ft across (3.5 m), constructed like the path, and into which the path leads. This is where the portal normally manifests. Other than grasses and low-growing plants, the hill has no major vegetation on it. The path is always free from any such growths. The entire hill appears to have been artificially built at some long-distant epoch, with methods that are typical of some types of early Human structure elsewhere. Its original purpose is obscure, but the whole edifice radiates a clear, benevolently magical, aura, and it is a favourite gathering place for the smaller Faeries at times of celebration. When not active, the Faerie portal here can be opened at the top of the Tump by someone traversing the complete spiral path without stumbling or speaking (although they might sing softly, or play a musical instrument quietly along the way, and still have the portal open). For all its relatively low height, the view from the summit is surprisingly good and clear for many miles around, a greater distance than might be expected, which effect seems to be magically enhanced. The Tump lies on the north side of the River Clack northeast of Dumbra, in the map's western quarter, not far east of the Faerie Run. The origins of the name are unknown, although "tump" is a common dialect word in these parts for smaller hills, perhaps a contraction of "the hump", while "lusty" might refer to the vaguely breast-like appearance of the hill in profile, albeit such a term could apply equally to many hills.

Manor Dawn: Faerie portal site. Northwest of the great hill of Stony Bluff in the map's southwest corner, this is a natural cavern with an entrance from one of the smaller hillsides overlooking part of the eastern floodplain of the Faerie Run. A small herd of centaurs, known as the Dawn Hunt, sometimes uses the cave to rest in, particularly during spells of bad weather in the winter, for all they also roam widely over the neighbouring hills and woods south of the Clack, and west of Dumbra and the Mystic Water, as well as for some distance off the south of this map.

Moth Meadow: Grassy valley-lands towards, and extending off, the southeastern map edge go by this name, largely because the area is well-known for its profusion of flying,

though not biting, insects, including moths, butterflies, fireflies, dragonflies and damselflies. These in turn attract the attention of tiny Faeries, who like to use such insects as aerial steeds.

Mystic Water: This is the river that flows from off the map's southern edge past Dumbra to join the River Clack in its lower southern stretch, through the Wood of Veiled Leaves. Several unlabelled tributaries join the Water along the way, the last of which, on its west bank, is known as the Fae Light Stream. Some of the magic from the numerous Faerie portal locations along its lower reaches, towards the Clack, seeps into the Water, and unexpected effects may happen sometimes to those who enter the river, or drink from it, incautiously here.

Owl's Heath: Faerie portal area. An ill-defined part of the eastern floodplain of the Faerie Run north of the unlabelled stream (known as Rook's Lin) that runs by Goodrook in the map's northwestern quadrant. The area most prone to Faerie portal manifestations is that by an extensive series of irregular, recumbent stones that form the long linear symbol shown on the map there, trending northeast-southwest at the foot of the hill by the Owl's Heath label. The hill itself (considered merely part of the Heath otherwise) is home to flocks of owls that frequent and help name the open lands. The stones seem to be of the usual pale grey limy sandstone rock native to the area, and could be easily mistaken for a line of low rock outcrops. All the stones here are however notable for having at least a few abstract designs cut into each in low relief, sometimes in quite elaborate patterns. The designs are though often overgrown with moss and lichen, and are weatherworn, where low-growing larger plants have not hidden them. It is no longer possible to tell who may have made the carvings, when, or why the stones are here.

Ragged Knoll: Faerie portal area. One of the lesser hills in the map's northeastern corner, made notable by a gigantic Faerie Incense Tree growing among the smaller, more ordinary trees on the hill's flanks and nearby. The Incense Tree is around 200 ft tall (60 m), and broad with it, including a huge, multiple trunk, and extensive roots which almost seem to **be** the hill, rather than having merely grown into the hillside. The Tree is highly magical, and its appearance is never quite the same each time it is seen, from how it appears at a distance, down to how and where its roots lie, and even the shape of its leaves. It is an evergreen, and has a very pleasing scent about it, flavouring the air for some distance nearby. Fallen leaves, or those taken fresh with due reverence and in small numbers, can be used, or dried for later use, as a burning incense, or crushed-up and made into objects such as candles, balms and creams, or potions, to give them similar aromatic properties. The scent of leaves or incense has beneficent magical powers, and can be used to calm, soothe, inspire, charm or heal, depending on how it is applied, or has been prepared. Creatures approaching the Tree become calmed and refreshed by its scent alone. Having once so-benefitted however, they also gain the obligation to protect and defend the Tree, and conceal its whereabouts from any who might seek to do it harm. A clan of Faerie-inspired (so with greater, if still animal, intelligence than normal) Cave Bears uses caves excavated by the Tree's roots as their den, making them the Tree's primary defenders. The Bears are all particularly fine, strong specimens thanks to the Tree's influence. In the valley on the far, northeastern, side of Ragged Knoll, is another Faerie portal area, this time filled with thistles of the same size and kind as detailed earlier under the "Labelled Plants" section. They too benefit from the Incense Tree's influence, being still more robust, colourful and strongly scented than usual.

Red Scar Copse: Faerie portal area. A copse of nine, 50 ft high (15 m) pear trees, each, especially when under the Fae influence, laden with delicious pears. The Copse is on the southern slopes of Red Scar, a hill close to the map's central-southern border.

Rising Sun Hill: A large hill near the northeastern map edge, behind which, to the north, lives a clan of Ogres, who inhabit a scatter of crude stone huts there. This is not a settlement in any real sense, and has no formal name, even among the Ogres.

River Clack: The major river running along the middle of this map, with its numerous tributaries. For all the Faerie influence around and sometimes in it, the Clack itself has no particular extra magical qualities. It can be safely navigated using small craft from a few miles/kilometres above Avontree (a short way upstream on the Avon Water tributary only), all the way to where it meets the Faerie Run.

Rowanside: An especially notable hill on the south bank of the upper Clack valley, between Embra and Avontree. Its profile makes it a distinct landmark, with its off-centred highest peak on the hill's northeastern side, which seems to have the form of a spiralling cone. This peak makes it the highest of the Aberjourn Hills on this map, at approximately 1,950 ft above mean sea level (595 m), if measured by Earthly standards.

Seer's Crag: A natural cave on the southwestern slopes of this hill is used as a regular lair and nesting site by the Eagles that frequent the Clack's middle reaches. It lies between the Clack and the River Copperington in the southwest-central portion of the map.

Shadow Saddle: Faerie portal area. On the north bank of the Clack opposite Rowanside in the central-eastern part of the map, is this undulating, hilly ridge. Its long axis runs roughly west-east. Towards its central-western stretch, on the south-facing slopes, is an isolated stand of five tall larch trees, each between 130 and 150 ft tall (40 to 45 m). This is the primary area here subject to Faerie portal openings.

Shrouded Dell: Southeast of Rowanside, the valleys between it and the marshes of Dank Springs in the map's east-central quarter, are subject to frequent mists and fogs, especially that vale with the unlabelled southern Weird Stream tributary in it (named Mist River locally). These seem to flow out from Dank Springs as if guided by some unseen hand at times, as hunters and travellers have commonly remarked that the fog seems always to close-in here at the worst possible time. See also the Weird Stream entry below.

Stray Meadows: Faerie portal area. Near the angle between the Clack and Hazyral Brook, in the hills above Lavender Flats, around the map's centre, this is a stand of six great lime trees. Their tiny green flowers attract many insects and small flying Faeries, so when in bloom, the trees often seem to be buzzing, thanks to all the tiny beating wings. The ground beneath can be sticky from dripping nectar as well. Each of the trees is over 160 ft tall (50 m), and there are many bushy young saplings clustered nearby closer to the ground. Thus getting among the main trees on foot is tricky for medium-sized humanoids. The saplings grow from sucker roots extending out of the main trees, so are all part of this same, magical, group.

Verdant Chase: Faerie portal area. The southernmost part of the lightly-wooded Sand Dell region in the southwest-central portion of the map contains this extensive series of near-impenetrable hawthorn thickets, that run right down to the north bank of the Clack, continuing into the angle with the unlabelled Leaf Stream, which runs past Cornwell village. The Chase is also known nearby as The Kingdom of Little Birds, as the hawthorns form ideal protective covering for such animals, and the place is often alive with birdcalls and song. The hawthorns grow up to 40 ft high (12 m) in places, though most are lower, with dense, viciously thorny, interlocking branches. Almost literally covered in white to pale pink flowers in spring, followed by deep red to purple berries (the haws) in late summer and autumn. Both Leaf Stream and the adjoining near-bank stretch of the Clack (downstream as far as Cornwell) are often covered with the leaves and flowers of water lilies too, extending the Faerie portal zone over and into the waters. The large (up to 2 ft across, 60 cm), rounded, flat lily-pad leaves on the water's surface are stout enough to support small creatures and humanoids, while the lily flowers are of both the large white with golden centre types (up to a foot across, 30 cm), and the somewhat smaller golden-yellow kind. The yellow flowers have a strong, slightly intoxicating scent, sometimes colloquially known as "Brandy Bottles". Water Faeries, including Nymphs, can be found here at times, along with many other types of, especially, the smaller Faeries, as Verdant Chase is one of the most active Faerie portal regions outside the main settlements of Embra and Dumbra.

Watt Knott: Faerie portal site. Watt Knott is one of the smaller hills, about 4 miles (6 km) west of Bidpuddle on the southeast-central map border. High on its craggier eastern slopes is a solitary, highly magical, flying rowan tree, around 45 ft tall (14 m). The nature and power of such trees was discussed earlier under "Rowans" among the "Labelled Plants" notes. The place is well-known at Bidpuddle.

Weather Knoll: Faerie portal area. A smaller hill east and north of the Avon Water's most southerly tributary headstream, remarkable for the Faerie copse of a dozen silver birch trees that covers much of its southern slopes. Each tree is between approximately 80 and 120 ft tall (25-35 m).

Weird Stream: One of the upper Clack's southern tributaries, in the map's central-eastern quarter. Although not a particular place of regular Faerie portal appearances, it and its valley do have some peculiar qualities. Aside from the area marked as Shrouded Dell (see above), where fogs and mists are common anyway, mists often play over other stretches of Weird Stream too, regardless of the current weather conditions. Eddies on the water's surface sometimes seem to be moving counter to the current's east-southeast to west-northwest flow as well. Those unused to Faerie effects can find all this very unnerving, as if the Stream, or something invisible in it or close-by, is acting to cause these things to happen.

Wispy Vale: The valley of the westernmost unlabelled tributary to River Copperington near the southwest-central map edge bears this name, largely because there are Faerie portal areas in it, indicated by substantial pastures of Whispering Grass, along parts of its western banks. See the "Whispering Grass" entry under the "Labelled Plants" section above for more details on it. The tributary is called Elvet Lea.

Witching Wood: This sizeable patch of woodland runs from the northern Hornpan Hills into the southern Grandside Pastures in the northwest part of the map, between the Faerie Run and the Shatter River. It lies beyond the Faerie Land Core region, and there are ordinarily no active portals within it. However, on the eight special nights of the year, the whole Wood comes alive with Faerie activity, hence its name. Normally, the locals tend to avoid it as an “unlucky place”, even if this seems only because of vague recollections of what may happen here on those rare occasions.

Wood of Veiled Leaves: The third of the map’s denser and more extensive areas of woodland, this continues another mile or two (2-3 km) off the southwestern map edge. Its more northerly part has numerous magical, Faerie portal regions in it, from about Dumbra north to the Clack.

Constructed Places

Avontree: An Elf hamlet on the south bank of the upper Clack, a little downstream of the Clack’s first major tributary stream’s confluence with the Avon Water, in the map’s central-eastern quarter. The Elves are of the usual non-Faerie humanoid type, although that still counts them among the most innately magical creatures of Errynor, and often some of the strangest. Barring violence, Elves are essentially immortal. They are unaffected by illnesses or the usual climatic ranges of heat and cold. While they can get wet in snow or rain, for instance, they can choose not to, and can walk over such things as a river’s surface or the softest snow, without effort, getting wet, or leaving a mark, if they wish. They are not an especially numerous folk, and favour solitude from other peoples, so their homes are commonly located in heavily-vegetated places, especially forests, where they may be concealed more easily. Their settlements tend to be relatively large in area, with individual dwellings quite widely separated from one another. Such homes are usually constructed from living vegetation, either naturally over time, or magically grown and enhanced for the purpose. The Clack Valley Elves have pale skins, pale, usually green, eyes and light yellow to pale green hair. Avontree is mostly constructed/grown into the woods alongside the Clack’s south bank here, although there is a landing-stage area made from exposed roots grown out into the river for the boats that run to and from Embra, or occasionally Cornwell and Dumbra. This is liable to be what most non-Elves or non-Faerie Folk spot to realise there is even a settlement nearby.

Bidpuddle: What appears to be a Halfling hamlet on the Fading Road by the east bank of Wadingburn near the map’s southern edge, west of Gnarled Tor Woods, with a mixture of surface buildings and airy, shallow subterranean homes. The occupants however, while of a similar stature to D&D’s Halflings, are in some cases perfectly-proportioned half-sized Humans, in others similarly half-sized Satyrs. The small Satyrs here are much closer to the fun-loving, gregarious revellers, with an occasional more profound or serious side, as detailed in the D&D tome “Mythic Odysseys of Theros”, than the thoughtlessly hedonistic revellers of the “Monster Manual”, with Bidpuddle’s Humans having a similar, if less often so outgoing, disposition. A normal-sized male Satyr called Spirox, a poet and bard (including in the D&D character class sense), again possessed of comparable personality and attitudes to the Bidpuddle Satyrs, lives in the woods nearby to the northeast. He comes to Bidpuddle occasionally, especially on the eight Faerie revel nights, and the folk hereabouts may call on him in return for advice, or if trouble should threaten. There is a

small, flat-bottomed barge on the Wadingburn, which is used as a rope ferry to and from the west bank when required. Visitors are usually welcomed, particularly from the Embra direction along the Fading Road, as those from the south are much less common, and typically a lot wearier and less fun-loving.

Cornwell: This is a large Human village on the north bank of the Clack, by the southwestern edge of Sand Dell, in the west-central area of the map. The great hawthorn thickets of Verdant Chase lie across the (unlabelled) Leaf Stream just east of the village, while both that Stream and the nearer part of the Clack, from the Chase to the village, is usually filled with large, white and golden water lily flowers and their attendant great, flat lily pad leaves (see the Verdant Chase entry above for more on these plants). To the northwest lies another unlabelled small Clack tributary, the Twilight Flow, beyond which is the single Human dwelling of Stoke Keep (see below). Sand Dell is the largest, more level area of floodplain by the Clack. It is lightly wooded, and is excellent land for both arable agriculture and grazing pasture, with various Human farmsteads, stock-pens and storage barns scattered across it (not illustrated here for clarity). The Humans here are very used to life in the Faerie Land Core, readily coping with events that those from elsewhere might struggle even to comprehend. There are landing stages by the village shore on the Clack, as small-boat trade and transport passes along the Clack upstream to Embra and sometimes even to Avontree, along with downstream and up the Mystic Water to Dumbra. Such boats rarely go to the Faerie Run, as that river cannot be navigated far in either direction from the Clack's mouth because of the Bull Rapids.

Dumbra: Hidden away in the Wood of Veiled Leaves in the angle between the Mystic Water and the (unlabelled) Fae Light Stream in the map's southwestern quarter, this is a small Faerie town, similar in nature to, but of far lesser extent than, Embra, much further up the Clack. It is though in a highly magical, Faerie portal region, so this appearance is somewhat deceptive. A ford crosses the Fae Light Stream to Fireflies Hollow (see above under "Natural Places"), and there are landing stages on the Mystic Water east of the town where that river passes closest to the settlement. River traffic moves to and from here along the Clack to Cornwell, Embra and occasionally Avontree. The Mystic Water is not navigable, except by the smallest craft, upstream beyond Dumbra. Opposite the Dumbra landings is the mouth of an unlabelled tributary, the Amber Stream, which runs east past the northern foot of the hill of Queen Mica's Scintillant Palace (see below), a few miles/kilometres away. Boats also operate a ferry service when required, from the eastern landing stages to the Joyful Idol Oracle on the far bank of the Mystic Water north of Dumbra. The Faerie Lord at Dumbra is known as The Knight of Desire, said to possess wings of bright light. His abode at Dumbra is Wavering Hall.

Embra: The great Faerie city of Errynor's Faerie Land, this is detailed separately in the Community Atlas.

Goodrook: A solitary Human homestead on the plains east of Faerie Run and south of Owl's Heath in the west-central part of the map. It lies south too of the confluence of two small tributaries of the Run, unlabelled, but known at Goodrook as Rook's Lin (which runs by Owl's Heath and on into the Run) and Cloudy Stream. Southeast of the dwelling and its neighbouring farmed land is an extensive Faerie portal area, strewn with a multitude of low-growing flowering daisy plants among the grass. The folks here know to protect this great daisy meadow, and living in the Faerie Land Core, are naturally well-

versed in things of Faerie liable to be encountered locally. Daisy flowers and leaves, taken with due reverence, and made into a potion, will cure minor wounds and injuries, though even lying in the meadow for a time can have the same benefits, when the Faerie aura here is strong.

Joyful Idol Oracle: A faerie portal site set a little away from its landing stage on the Mystic Water river, about 1.25 miles (2 km) north of Dumbra in the map's southwestern quarter. Although a path leads to it from the riverside, it is well-concealed in the Faemagical northern Wood of Veiled Leaves, and cannot be seen from the river, or the surrounding Wood, until very close to the place itself. At the site, there are several small, single storey, vaguely Earthly-ancient-Greek-style buildings, where the Oracle and her assistants live, and where a small number of guests can be accommodated for a while, should that prove necessary. The staff here are all female-form Faerie creatures, and are able to interpret lesser signs and omens. Only the Oracle herself is able to fully interpret such things, including whatever information - sometimes cryptically-disguised - the Joyful Idol itself may impart. All are magically powerful, meaning no other guardians are required here, aside from the Faerie portal effects meaning other Faeries are always immediately nearby, if further help must be called-upon. The Joyful Idol is contained in a large, pale grey stone, circular building, again ancient Greek in general character, around 250 ft in diameter (75 m), with a ring of fluted columns a short way outside the main, solid stone, outer wall, supporting the eaves of the roof, and providing a narrow covered walkway all around the structure. Both columns and outer wall are approximately 20 ft high (6 m). The roof is a low-angled cone of red clay tiles, which rises to be about 80 ft high at its central apex (25 m). A single, broad doorway, some 15 ft square (4.5 m) allows access through the outer wall on its southern side. It can be closed by heavy, panelled, folding wooden doors. This entryway leads into a spiralling passageway almost 12 ft wide (3.5 m), which has several antechambers off its sides, mostly during the spiral's first half circuit, where those seeking information may prepare, wait, or recover. There are no windows inside the passageway or antechambers, and all the walls reach up to the underside of the roof, so those without the ability to see under such lightless circumstances must rely on artificial light sources carried with them. These must be extinguished before entering the presence of the Idol. The central chamber is circular, entered again on its southern side (although this would be impossible to tell for visitors), by a similarly sized doorway to that from the outside, and again able to be closed by a pair of stout, folding wooden doors. The chamber is about 80 ft across (25 m), and is dimly illuminated magically. In its centre is a huge, seemingly natural, red sandstone column, smoothed as if either weather- or water-worn, or sculpted to look as if it had been so. The faint lighting casts shadows across the undulating surface of the Idol very readily, and most viewers recollect that it most closely resembled a great dancing Satyr playing a set of Pan-pipes held in both hands. The Idol may move, or may seem to, cast shadows, make sounds or musical notes, in response to an enquiry, which the Oracle may then interpret. The Oracle is known as The Gloaming Wanderer, and she always wears a cape of silver birch bark whenever she prophecies and interprets omens, signs and oracles from the Idol. [GMs needing additional guidance for running this setting will find D&D game stats for Oracles in the "Mythic Odysseys of Theros" volume, page 238 (remembering that the Faerie nature of this Oracle and the other interpreters here will grant them each additional powers and abilities), with notes on designing and using oracular events in RPGs in the early part of Chapter 4 in the same book, especially pp.111-113.]

Lance Heights: Faerie portal site. This is a deserted and partly ruined Faerie Dwarf stone castle, grown from the hills overlooking the north of Wildcat Dene, near the centre of the map. It remains an active Faerie portal site, and is now the lair for a sizeable clan of Wildcats, after which the Dene is named.

Queen Mica's Scintillant Palace: Faerie portal site. This is a giant ant nest, which does not always appear that way. It is mapped and described separately in the Community Atlas.

Stoke Keep: A single Human dwelling situated on the west bank of the (unlabelled) Twilight Flow stream, on the western edge of Sand Dell in the west-central part of the map. Quirkily, it is a small, partly fortified, rectangular-plan manor house, with a stone-built lower floor, a square, crenelated stone tower at one end, and a half-timbered upper storey over the rest of the building. It has two accessways, both by stone staircases. One is at the rear of the tower, which leads to the upper storey only. The other is only three steps high, leading to a small stone platform in front of the tower, which passes over a fairly narrow dry "moat" (a ground depression situated only along the front of the building) by a wooden drawbridge to the tower itself, through a doorway almost as wide as the drawbridge. The lands nearby are farmed by the owners, an extended family who all live here, and who also act as guards, keeping watch from the tower regularly. This latter is carried out as a tradition, although no one knows what it is they might be watching for, or guarding their home against.