

## **Embrea Constructed Places of Interest 3: Abershell Camera Obscura**

The Abershell Camera Obscura seems quite isolated from other parts of Embrea, surrounded by open grass and moorland, with a single, partly fenced, road leading to it, on its small hill. It is set within its own grounds there, partly fenced-off, partly surrounded by low red sandstone walls and some hedges, with three broad, though not high, open domes covering sections of the pathways leading up to it. This may seem an odd location to anyone familiar with the use of camera obscuras more generally, as their whole point is to show the surrounding scene from indoors, complete with all the life and movement that entails. Open landscapes are not usually so favoured. There is of course the point that this is in a Faerie city, although equally, the place is not quite what it seems either.

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, the Abershell Camera Obscura 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 Constructed 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 the map does include an element specific to it, and it does provide an additional aspect to this site. It reads: "A male water Faerie guards the Camera from a pool containing giant water lilies."

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 Abershell Camera Obscura**

\* **Abershell Park:** The name of the area, partly fenced, partly walled, partly hedged, around the Camera and its near vicinity, including the hill, and the light woods on and below the hill's northern slopes, north as far as the labelled, raised section of Abershell Road, and the fenced spur route running from the Road to the Camera. The Park area is commonly frequented by many smaller Fae. Within the Camera grounds, the road winds around ascending to the Camera itself, on the highest part of the hill, passing through

three large, open, low domes on the way. There are no gates across any of the paths or roads.

\* **Abershell Road:** The road crossing the map from west to east north of the Camera. One section of it is closely fenced-in where it runs along a narrow, low ridge north of Abershell Park, and along the spur route that runs southeast to the Camera itself, again partly on a low ridge that joins into the Camera's hill.

\* **Burnmoor:** The open moorland north of the Abershell Road, with a few low, small hills and woods.

\* **The Camera:** The Camera Obscura building, within Abershell Park. The Camera itself is in the central, permanently dark, round chamber, accessed only from the surrounding semi-circular rooms (shown on the Building Interiors map view). The whole structure is tall, with the roof of the central Camera chamber the highest part of all. In use, the Camera shows a clear image of its surroundings on a large, white, circular, table-like slab that takes up much of the centre of the innermost room. Ropes allow the direction of the view to be adjusted easily, and the viewing window in the roof to be opened or closed. When the Water Faerie of the featured text operates the controls, he can magically show views of many different places, not merely the open lands surrounding the mapped Abershell site, places which the door to the Camera building can then open out into, so long as the viewed place remains on the table-screen. This can allow instantaneous transportation to those same places. However, the Camera building will disappear from the place as soon as its internal view changes again, so the trip tends to be purely one way.

\* **Lily Pond:** The large-waterlily pond of the featured text, by the western side of the path leading to the door into the Camera building. The Water Faerie cannot venture far from the Pond, but as he both guards and can operate the Camera Obscura, the building is well within the area he can reach easily.

\* **Shelly Tearooms:** The creamy-white-painted building on the lower northern slopes of the Camera's hill. It has a long north-northwestern-facing veranda along the longer side. Famous for its range of amazing ice creams.

\* **Soaring Meadows:** Most of the map's southern two-thirds comprises these open moorlands of grass, light woods and low hills surrounding the Camera. Frequented especially by singing, soaring larks in season, which may be the origin of its name.