

## **Embra Constructed Places of Interest 7:**

# **Candlelight Hall**

As the crescent face-in-the-moon symbol beside the map indicates, Candlelight Hall is part of the great Twilight Market at Embra. No matter what time of day it may have been elsewhere in Embra, at the Twilight Market, it is always a time of day with either twilight, or a low Sun. If the Sun is up, it will be within two hours of sunrise or sunset. If not, for most of the year, it will be within 1½ hours of sunrise or sunset, so there will be at least a degree of lightening in the sky in the general direction of the sub-horizon Sun, with a few of the brighter stars and planets, or more, visible. Increasingly fainter stars will be seen the further the Sun is before sunrise or after sunset. For a period of 40 days before and after the Summer Solstice, however, the twilight lasts all night at Embra. The time between sunset and sunrise for much of this interval is around 7 hours. If greater precision than these guidelines is preferred, use the actual sunset, sunrise and nautical twilight times for any real-world site at Embra's approximate latitude, 54° North.

Further to this, it is possible to access the Twilight Market under special circumstances (as the GM may decide) from any other long-established market or travelling fair anywhere else on Nibirum, when required. It may not be possible to leave the Twilight Market and return to such places so easily afterwards, however! It is though always easier to move between the various parts of the Twilight Market than to go to any other place in Embra, once the Market has been found.

Candlelight Hall is a massive, tall, yet still single-storey, structure, surrounded by light woods, and a great many external market stalls. Three roads lead towards its three Gateways, from the north, northeast and southwest. The Hall itself contains a huge array of small stalls, and is by far the largest covered market at Embra. Stout pillars support the various roofs above the Hall. The largest single part of the roof is made from transparent blue glass tiles, many of which hinge open magically, or by ropes hanging down inside, which allows both air circulation, and birds to fly in and out, as noted in the featured text. Rafters are shown on the map, supporting it from underneath, when the Hall's roofs are visible. When looking up and out in daylight from this part of the Hall, even if the sky is cloudy, it always appears a cheery blue thanks to the coloured glass of this roof. Away from the three Gates, the walls are pierced by many variably-wide, tall, pointed-top, glass-paned windows. These windows have many intricate painted designs on them, which change between visits quite often. The whole place is lit inside by hosts of candles suspended from the roofs at twilight and overnight, light which shines out from the many windows and glass roofed part of the structure, making it quite a beacon at such times.

Further detailed notes on the map features and labelled places follow. First though, some more general points.

The misty edge to the mapped area is because, like all the Embra Places maps, Candlelight Hall 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

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 can be used to enhance visits here, or ignored, as the GM decides. The text reads: "Birds of many kinds fly in, over, and come to shop here. By starlight, a Faerie warrior on a great, kingly bird flies over. At need, he will defend the Hall."

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 shows the complete interior for the Hall, while a third allows the internal labelling to be shown or hidden as necessary.

## **Aspects of Candlelight Hall**

\* **Blue Hall:** A substantial part of the interior, comprising exclusively blue stalls, lying between the Cream and Butter Gates on a southwest-northeast-trending axis.

\* **Butter Gate:** The northernmost Gate into the Hall. Each of the three Gates is flanked by two tall, grey stone towers, with flat, crenelated tops, none of which is accessible from inside, so they have no real defensive function at all. They seem merely for architectural display. All these Gate towers are used as stores, and are open inside up to the underside of their roofs. Although not labelled as such on the map, the three roads leading to the Hall each share exactly the same name as their respective gates, so the road leading here is also called Butter Gate.

\* **Cream Gate:** The southwestern entry-point into the Hall. For details, see under the "Butter Gate" entry above.

\* **Glow Mart:** The area to the west and north of Candlelight Hall, between the roads leading to the Cream and Jam Gates. Numerous scattered round tents with additional overspill market stalls, living quarters and stores for some of the more regular market traders at the Hall, are set among the trees. Indeed, as at other parts of the Twilight Market, some of the trees serve similar functions as well.

\* **Gold Market:** Golden-hued stalls placed towards the southern end of the great glass-roofed part of the Hall.

\* **Jam Gate:** See the "Butter Gate" entry earlier for details. This Gateway to the Hall is near its northeastern corner.

\* **Smokin' Mona's:** A fenced-around area of tables, and white-covered stalls beneath the blue-glass roof, from where excellent food and drink is provided while the Market is open.

It is THE restaurant inside Candlelight Hall. Only the very favoured are served by Mona herself, however.

\* **The Square:** A rectangular enclosure of yellow stalls towards the northern end of the glass-roofed part of the Hall.

\* **Walkers Lanes:** The many lines of stalls along the southeastern interior of the Hall, whose windows face out onto the eastern part of Walkers Mart outside.

\* **Walkers Mart:** The region around the Hall from its southern to eastern sides, between the Cream and Jam Gates, much like the Glow Mart on the opposite sides (see above), sprinkled with a covering of rounded tents that have similar functions to those in the Glow Mart. Look out for more stalls, stores and living quarters among the living vegetation here as well.