

Embrea Constructed Places of Interest 8-10:

Three Lanes

This map condenses the final Constructed Places of Interest, three lanes, into one illustration. The lanes in order are: Sylphwing Rise, Rusty Light Vista and Lightning Alley. Each is discussed in more detail below. While each lane is intended to be entered along its own road, this need not be a strict rule should GMs require greater flexibility, as none has any particularly distinct boundaries, other than the name applying only to the mapped stretch of street, the properties and elements along and near it.

The misty edges to each mapped street area are because, like all the Embrea Places maps, none of these three lanes links directly to any other specific location in the city. Instead when leaving any of the mapped zones (or sometimes only when crossing some form of threshold within one - 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.

Similarly, the featured texts also beside the map can be used to add extra flavour, or ignored, just as the GM wishes. Note though that some do have physical elements that feature on their respective maps. Each text is repeated with its street description below.

For greater clarity, note that the FCW file has a toggle to allow the on-map place-name labels to be turned-off, if desired (the street names remain even when this option is used).

8. Sylphwing Rise

Sylphwing Rise is centred on a modest hill, around the top of which the road runs in a circle. In the middle of this ring is the large, multi-limbed building of **Sylvan Hall**, on the hill's top. The hill, while not labelled as such, is known as Sylvan Hill. The Hall has a central paved courtyard, and its grounds occupy the whole interior of the road circuit on the Rise. Elsewhere along the Rise are **Red House**, a large grey-tiled property at the north end, with a smaller grey-roofed house behind it, which is part of the same estate; **Grey Park**, a red-tiled double property, similar to Red House, on the opposite side of the street's northern stretch; **Elf House**, a larger property on the lower northern slopes of Sylvan Hill; and **Bisset Home**, another larger property on the lower southern slopes of Sylvan Hill, south of the Sylvan Hall estate. The main road is around 7 feet wide (2.1 metres), made of stone, and very heavily lined by trees and dense, interwoven vegetation, so few of the houses along it can be seen from the road. There is a crossroads towards its northern end. The Rise is delimited by the sets of steps at its northeastern and southwestern ends, which make accessing it in any kind of wheeled surface vehicle very difficult. These steps are referred to in the road's featured text: "Rough stone steps lead up to either end, and

interweaving branches line the way. Many sylphs and butterflies, each with white wings marked by orange spots.”

9. Rusty Light Vista

A long, winding road, running from north to southeast overall, ending at its northern point in a T-junction. It has an unusually complex layout, with some of the cross-streets off it connecting with one another not far from the Vista itself, despite not being part of it. There are four crossroads, and two turnings-off to the west, the latter on its longest north-south stretch. The lane is wide, about 12 ft across (3.6 m), and made of compacted earth. Many well-spaced properties line both sides. Also of note are the numerous pale reflecting sphere markers by the road and behind several of the properties. Named properties here include: **Shanks' Lodge** (a larger property towards northern end of street; a tavern), **Wyrd House** (another larger property on the western side of the street's northern beginnings; not to be confused with Wyrd Hall - albeit this is easily done, even by the locals), **Wyrd Hall** (a further larger property on the mid-western side of the street, some way south of Wyrd House, and often confused with it), **Swirl House** (a smaller, squarish property on the mid-eastern side of the street, not quite opposite Wyrd Hall), **Conchean** (a larger house on the southwestern side of the street's broadest bend) and **Goevin's Rest** (an inn towards the eastern end of the street, on its north side; the name means “sprightly”, after an ancient virginal footholder). The Vista's featured text reads: “Verdant greenery. Many colourful birds and glowing fireflies. Notable for its large reflecting spheres.”

10. Lightning Alley

Lightning Alley has a disturbingly gloomy pall over it, enough to make most folk feel uncomfortable about using or exploring it. There are several blackened, shallow, forked excavations where it is obvious lightning strikes have occurred in places. None of the properties here appear to be occupied, and all are covered with heavy, dark-coloured, weatherproof rubber sheeting, as described in the featured text: “Many closed-up houses covered in weatherproof rubber. An often dark and dismal place.” The roadway is some 8 ft wide (2.4 m), constructed from stone. It runs windingly from south to north, ending in a closed square at its northern end. There are two other, somewhat larger, squares along it, and three crossroads, although the second one heading north from the south end, forms a loop back into the Alley a little south of the second square up the lane on its western side. Probably the single most unpleasant Place to encounter in the whole of Embra.