

## Embrea Enclosed Places of Interest 6-10: Five Streets

This map condenses the final five Enclosed Places of Interest, five streets, in one illustration. The streets in order are: Bread Street, Stable Road, Thistle Street, Gardeners' Crescent and Windchime Dell, and each is discussed in more detail below. While each street 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 five streets 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 Enclosed 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 appear 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).

### 6. Bread Street

Bread Street forms a sharply-bent angle running from the west round to the southwest, and its area includes elements in the angle's semi-enclosed interior away from the street itself. The roadway is cobblestone-paved and is around nine feet wide (2.7 metres). Although set on flat-lying ground, there is a fully-functional **Windmill** towards the open-side of the angle away from the street, and two large thatched storage-barn **Granaries** set on a flat stone platform, also in the angle and away from the roadway. On the street itself are three **Flying Houses** (seemingly ordinary buildings that are floating in the air, although they may also have tethers attached to the ground at GM's choice), and three **Treehouses** (buildings constructed in the upper branches of three especially large trees). Among the typically tiled, or sometimes wood-roofed, properties are eight thatched ancient-Celtic-style buildings (plus the Granary barns). The featured text for Bread Street runs: "A stag whose antlers are twined with thorny red roses."

## 7. Stable Road

A short street of mostly wood-built properties, the roadway of hard-packed dirt, about six feet wide (1.8 m), set on a northwest-southeast-trending dogleg. Among the properties are two unnamed stable buildings that back onto a hedge-enclosed open area, **Huw's Paddock** where animals may be seen grazing. The featured text is: "Walls of woven bush-limbs where a great russet thrush sings." The "woven walls" could be any of the hedges around the Paddock or near a couple of the properties, as required.

## 8. Thistle Street

Thistle Street is a long loop of hard-packed earth roadway, starting and ending to the southwest. It is roughly 12 ft wide (3.7 m). Some say it forms the head of a thistle flower in shape, though others say this requires the eye of faith to see! As the map indicates, the abbreviation "FH" is used to designate the 17 **Flying Houses** along the road (said to be so many because they are as light as thistledown here; these may be free-flying or tethered as the GM requires). Four **Treehouses**, set in especially imposing, large trees, are scattered along the street as well, though by far the most significant aspect of the street is the **Thistle Street Barracks**, a huge complex of interconnected buildings set within the curving loop at the enclosed end of the Street, with courtyards and a substantial circular open training and display arena, where a **Flying Boat** is currently docked, tethered in mid-air. The Knights of the Thistle are the main defenders and police-force for Embra, and this is their primary barracks away from the Crepuscular Palace (the Palace is mapped as Constructed Place 1 at Embra). [These Knights take their name - only! - from the real-world "Knights of the Thistle" Scottish order of knighthood.] Other properties along this road tend to be larger and well-built, giving a distinct impression of affluence. A couple have impressively bright roof-domes, one hexagonal and red, the other octagonal and blue. The featured text for here is: "Glowing lanterns bloom in trees tended by a spiral-tattooed lady satyr. She hands ripe peaches to favoured passers-by from a hand-basket."

## 9. Gardeners' Crescent

A short, narrow (approximately 5 ft wide, 1.5 m), stone-paved way. An unnamed cross-street provides an alternate entry or exit route beyond the north and south ends of the Crescent itself (and important to note that despite its name, the street is more or less straight, for all it does have a circular open area in its middle, and a slight dogleg towards its northern end). **The Market Gardeners** near that northern part, comprise seven smaller properties, each of which has a tended vegetable plot. Just south of them on the west side of the street is **Adam Manor**, with its extensive, enclosed grounds, a summerhouse, a shady vegetable plot and some fruit trees. A crescent driveway off the east side of the central Ring leads to another substantial property, **The White House**, built exclusively from white stone, tiles and painted wood. It has large ornamental lawns, and a flowering tree avenue leading to a paved area with a small summerhouse. **The Ring** is a circular open area about halfway along the street, set between The White and Crook Houses. It contains some very fine trees and ornamental shrubs. **Crook House** has numerous fruit bushes in its grounds, off the western side of The Ring. **Circuit Hall**, the "T"-shaped house at the south end of the Crescent, has more fruit bushes, and a vegetable plot. Other properties along the Crescent not detailed here all have some evidence for garden use as well - chiefly prepared and worked areas of soil, and fruiting

bushes or trees. There is generally a scent of freshly dug soil and fresh-cut grass along here. The featured text reads: “Foxes and fireflies play chase among the trees.”

## 10. Windchime Dell

Windchime Dell is a narrow cul-de-sac, set in a hollow, with hills around three sides. The road itself is paved with cobblestones, and is about five feet wide (1.5 m). **Chime Hall**, the largest building at the northern, closed, end of the street, off the paved square with its three large trees, has a dome on its roof that has open sides, and contains a number of windchimes, which create musical notes whenever there is even the slightest breeze. **Hill House** is set-back from the northeastern side of the square, on part of the hillside ringing the Dell. It is another somewhat larger property here. The **Old Ruin** is where the satyr of the featured text is most often seen: “A marble ruin carved with birds and animals. A red-robed satyr carries a green glass sphere containing a silvery dragon. Many sprites flit around him.” The Ruin is indeed of decorated pale marble, and partly surrounds an open-sided, small, square, building with a low, pyramidal roof, also made from the same marble. It may once have been a shrine, though it contains nothing to suggest that now.