

Embra Enclosed Places of Interest 3: Floating Dale Park

Enclosed Places of Interest number 3 is an expansive open area by the River Clack, with hills on its northeastern and southwestern sides, and woodland to its northwest. A number of long footpaths run across it. The paths drawn in grey are those that are referred to by the featured text as “paved with stained glass and golden knotwork designs”. They reflect the light, and seem to shine faintly with their own internal light at night and in twilight, making for a calmly colourful experience when in the Park. The grass here is quite low-growing, although it is only in the central, loosely heart-shaped Foawr Playing Fields area that it is deliberately cut short. The Park’s boundaries are the path and woodland edge on the southwest side of Braint Hill south of the Clack, round by where the paths change from grey to brown towards the map’s west edge, on to Emergaid Wood’s denser northwest edge, then across by the grey path to the western slopes of Mullamast Hill on the east side (the Park’s edge here roughly following the Hill’s curving label), while the southeastern edge is marked only by where the paths change from grey to brown on either side of the Clack.

Notes on the labelled locations and others of the Park’s features follow. First though, some more general points.

The misty edge to the mapped area is because, like all the Embra Places maps, Floating Dale does not link directly to any other specific location in the city. Instead when leaving the mapped zone (or sometimes only when passing the Park’s border, or even crossing some form of threshold within it - GM’s choice), the party can return either to the Enclosed 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.

Similarly, the featured text also beside the map can be used to add extra flavour, or ignored, just as the GM wishes.

For greater clarity, note that the FCW file has a toggle to allow the on-map labels to be turned-off, if desired, while a second toggle allows the interiors of the mapped buildings to be shown.

Aspects of Floating Dale Park

As just remarked, the featured text does not need to be employed here, although it does include a number of items that add extra interest to the Park: “Blue roses, golden crocuses, pink lilies on trees. Big silver flowers like stars; flowers growing from old skulls. Paths paved with stained glass and golden knotwork designs. Gold posts with blank,

scarlet pointers. Delicate scents in the moonlight.” The paths have been commented upon already. At each junction along them is set one of the golden signposts with scarlet pointers indicating each of the ways, although the signs have no labels on at all. The other elements may be encountered anywhere within the Park’s bounds, as often as the GM may wish.

The great Pavilion building is discussed below, but there are five smaller structures too, two near it, the others by the Glass Tree Forest, which can be treated as shops, houses or empty, again as the GM might prefer.

* **Braint Hill:** A large triskelion hill southwest of the Clack, with paths and extensive light woods scattered over it, part of the Park as far southwest as the winding grey path through the woods. The Hill is thought of as female (the name is feminine in origin).

* **Emergaid Wood:** Woodlands forming the northwestern edge of the Park, named after an ancient Faerie princess.

* **Foawr Playing Fields:** A large, roughly heart-shaped, flat area of short-cut grass, where various games can be played, foot racing carried out, and so forth. Spectators are able to stand around whatever bounds for any games have been set, should they wish. When no organised activities are underway, others may use the Fields for their own games. Equipment can be hired from the Pavilion for those requiring it. Foawr was a famed stone-throwing giant (see also under Gorau Pavilion below).

* **Glass Tree Forest:** A loosely-bounded, elongated area between the Playing Fields and the Clack, with scattered light woods, shrubs and single trees, many of which are made entirely of living - that is growing - glass. The glass vegetation makes high, musical singing sounds in wind, or whenever rainwater runs over it. Although quite difficult to break (having similar properties to ordinary vegetation), anyone who manages to damage part of the Glass Forest will be removed from the Park, and have a penalty in any dealings with Faerie creatures thereafter as a result, until such time as a suitable penance is completed.

* **Gorau Pavilion:** The largest structure on the map, it has numerous facilities for park users, including changing rooms and equipment for activities on the Playing Fields, some of which is available for hire on request. The octagonal room under the main central dome is a restaurant offering a variety of refreshments. Gorau was a noted giant-killing hero. With the “Foawr” name for the Playing Fields, this completes a local joke for those in the know.

* **Mullamast Hill:** The large hill in the northeastern map corner, with extensive light woods scattered over it and extending off the eastern edge.

* **River Clack:** The Clack often appears variable in size and nature from the different Places maps on which it features, but it is always the same river that names the vale in which Embra lies. Here it is apparently quite narrow, and has two crossing points, a pair of rainbow bridges that extend from large golden footings on either bank. The bridges are not present all the time, but can be called to appear using a simple push-button on one or other of the golden footings. This causes the river nearby to churn, creating spray and

mist in which any light causes the bridges to appear as visible arcs over the stream. They are perfectly safe and serviceable, yet are made of coloured light alone (in moonlight or twilight, the bridges often show as only pale white in colour to non-Faerie eyes). The Clack usually flows east to west, right to left when viewing the map.