

Embrea Hilly Places of Interest 7-10: Four Lanes

This map condenses the final Hilly Places of Interest, four lanes, into one illustration. The lanes in order are: Hill Street, Dreamcatcher Walk, Western Approach and Circus Place. 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 four 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 Hilly 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 are shown 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).

7. Hill Street

A 9-foot wide (2.7 metres) stone-paved route running loosely southwest-northeast, with two crossroads along its western half, and a northern turn-off towards its eastern end. Most of Hill Street runs along the crest of its winding Hill (imaginatively known as just "The Hill" locally), hence its own slightly snaking form. Notable for its numerous, closely-packed, neatly-tiled, properties that sit close to the edges of the road. Trees and shrubs are scattered liberally across parts of the Hill. Named places along it from west to east include: **Double Strike Lodge** and **Double Strike Inn**, a pair of larger houses opposite one another near the western end of the Street, west of the first crossroads, and just before it starts to rise up The Hill - the Lodge has attached stables as well as some accommodation to complement the Inn's rooms; **Elegance Hall**, a larger, blue-tiled, "C"-shaped property on the northern side of the ridge, near its western end; **Chain Lodge**, a similar property to Elegance Hall, but on the Hill's southern-central slope; **The Smoky Witch**, a tavern on the northeastern end of the ridge's higher stretch; **Pair House**, a larger property nearly opposite The Smoky Witch on the southeastern side of the Street, and also opposite the easternmost road junction here; and **Iron Holt**, the larger house on the north side of the Street off the eastern end of the Hill. The featured text, part of which has

relevance for some of the property names along the Street, reads: “A female, bird-winged Faerie repeatedly falls from the trees instead of flying. Lightning strikes are common.”

8. Dreamcatcher Walk

Dreamcatcher Walk is a short, narrow (roughly 5 ft wide, 1.5 m), stone roadway that runs west-east over two small hills, although much of the Walk lies in the dip between them. One road junction leads off north from about the middle of this street, with a second one branching-off to the southeast as the Walk begins to rise up the western slope of the more easterly hill. Only two of the generally small houses along here are named, both on the northern side of the street, **Circle House** (a somewhat larger “L”-shaped property on the eastern slope of the western hill) and **Faunwell House** (the house by both the Satyr fountain of the featured text, and the north-road junction, between the two hills; the fountain and pool are in the eastern angle between Dreamcatcher Walk and that northern road). The featured text reads: “A male Faerie plays a wooden trumpet. A fountain with a Satyr’s head disgorges golden coins from time to time in the water, each marked with a raised knotwork pentagram.”

9. Western Approach

Trees and bushes with unusually-coloured, and colourful, foliage can be seen in various places all along this lengthy route. There are no turnings or crossroads along it, though there are two places where the route splits into two, and a square, set along it. The roadway is of packed-earth and broad, at some 15 ft wide (4.6 m). Most of the Approach runs along the lower slopes, and by the base, of a large, northwest-southeast-trending hill, **Western Approach Rise**. The road itself forms a long bend around the southeastern end of that Rise, turning from northwest to southwest overall from one end to the other. The first, and longest, bifurcation of the route towards the northwestern end is **The Circuit**, part of the more southwesterly portion of which comes close to the crest of the Rise, though most of the properties are set lower, or off the hill entirely. **Caw’s Home**, on the north side of the southern branch of the road here, is one of the larger properties along the more northerly parts of the Approach. A short way southeast of the eastern end of The Circuit is **Golden Square**, an open square filled with multi-hued trees about halfway along the Approach. **Sprite’s Rest** is a small, “L”-shaped house flanked by straight hedges, set on the northeastern side of Golden Square. A little further southeast, on the southern side of the road, is **Mo’s Tavern**, a handy place for refreshments. Towards the bend near the southeastern end of the Rise is **Storyteller’s Cottage**, a neatly-kept property surrounded by low red sandstone walls. Near the angle of that bend is **The Eye**, an oval splitting of the road in two, with a third roadway from its northeastern end leading into a central, rounded courtyard between the properties within the oval, making it look remarkably like a real eye from the air. **Perrin’s Orchard**, a hedge-surrounded property at the southwestern end of the Approach is notable for the small-fruit trees in its back garden. The featured text runs: “A mysterious hooded figure in black robes, bearing two swords, may be seen in the moonlight. Swans, hummingbirds & Faerie Goblins play among the tree roots.”

10. Circus Place

This short, stone-paved route is notable for the two large circles set along it, **Big Top** (containing a very large, green-and-gold-striped, domed tent, in the western ring) and **Little Top** (a fractionally smaller, huge domed and striped tent in the eastern ring). Both are enormous circus tents, with daily performances by the folk who live in the houses along the Place. The whole is set upon a small, rounded hill. The route looks like a vast pair of spectacles from the air, which, as the circus-folk here say, is highly appropriate for the grand spectacles visitors may enjoy within the tents! The featured text refers to one of the more unusual such performers: “An armoured Faerie knight sits holding his shield and sword as if they were a cello, which he plays using his lance as a bow.” The road is about 7 ft, 2.1 m, wide.