

Embrea Hilly Places of Interest 3:

Hoolie Hill

Hoolie Hill is a modest, grassy hill surrounded by several other, sometimes higher, hills, and woodlands. A small stream rises on its southwestern slopes, and runs south off the map from there. The top of the Hill, called The Mound, is a clearly artificial addition to its top, like a rounded tumulus. Surrounding the hill are two fragmentary, circular, grassy paths whose centre appears to be that summit Mound. Three large standing stones are set along parts of the outermost of these paths. Two narrow dirt roads run around the eastern and northern sides of the Hill from off the map's southern, eastern and northwestern edges.

Notes on the labelled map features follow. First though, some more general points.

The misty edge to the mapped area is because, like all the Embrea Places maps, Hoolie Hill 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 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.

The featured text also beside the map is intended to be used to enhance visits here, and emphasize the significance of the place within the Faerie Realm. It reads: "Guarded by spear-armed, butterfly-winged Faerie humanoids. The place is always alive with Faerie activity on the year's eight special nights." Details on when those eight nights fall within Nibirum's year, and what their significance is, can be found among the notes for "Errynor Map 40 - Faerie Land", one of the earlier parent maps for all the Embrea ones, elsewhere in the Atlas.

For greater clarity, note that the FCW file has a toggle to allow the on-map labels to be turned-off, if desired.

Aspects of Hoolie Hill

* **The Burn:** The small stream that rises at Burning Spring, and runs generally south from there, off the map's southern edge.

* **Burning Spring:** A small, mossy glen and marshy pool where The Burn originates on the middle southwestern slopes of Hoolie Hill. Its waters are fresh and icy cold where it emerges from the ground, which may be where the name originates, either by inversion of the term, or the sudden "burning" shock sensation extreme cold can sometimes generate.

- * **Clack Trail:** Two labels marking the narrow dirt trails that run from the southeast, northwest and southern map edges, joining together east of Hoolie Hill. No matter which route is used, all lead from or to the River Clack and the rest of Embra city from here.

- * **Coilmoor Hill:** The largest of the mapped hills, mostly covered by light woods, near and extending off the western map edge. Notable for its non-poisonous, small snakes.

- * **Dreampath Hill:** A medium-sized, wooded hill in the southwestern quarter of the map. Those wandering the woods here are liable to encounter snatches of lost dreams or forgotten memories, not always their own.

- * **Hoolie Hill:** The smallest, but central, hill here, one which is oddly treeless. The name may derive from a meaning of “windy” or “windswept” (because it has no trees for shelter), originating in a dialect contraction of “howling gale”. [As an aside, part of this map’s inspiration was the real-world location of Huly Hill near Edinburgh in Scotland, which consists of an ancient, rounded tumulus surrounded by concentric paths and three standing stones.]

- * **Inner Circuit & Outer Circuit:** Two concentric, very fragmentary, circular grass paths, which are centred on the middle of The Mound, the highest part of Hoolie Hill. Curiously, these do not extend onto any of the surrounding hills, as if the hills have grown up through, or been set down upon, where the paths should be, as if the paths are somehow older than the hills.

- * **Largest Stone, Stone and Stone:** Three substantial standing stones set on the fragmentary Outer Circuit grass path. Each stone has a circular area of the grass path surrounding it. Each is of lightly-worked red sandstone, and is clearly very ancient.

- * **The Mound:** An artificial circular tumulus mound at the very top of Hoolie Hill. Visible as a distinct feature on the Hill’s profile from wherever the hill can be seen thus nearby. There is an invisible accessway to the deeper, still more unusual and magical, parts of Faerie somewhere on The Mound. Entering (or leaving) by it for non-Faerie folk is only possible on one of the eight special nights each year. It is extremely dangerous for such beings to do so, as they might never return, for a host of potential reasons.

- * **Scrub Hill:** The larger, wooded hill towards, and extending beyond, the northeastern map border.

- * **Slant Wood:** The densest area of woodland on the map, on its central-northern edge. Look out for talking squirrels in its depths, as they NEVER STOP talking!

- * **Ware Forest:** Scattered, light woodland in the southeastern map corner, and extending off that.