

Embrea Constructed Places of Interest 4:

Keyneck Museum

Central focus for this map is the Keyneck Museum building. It contains both unusual artworks and strange artifacts from many places and cultures, sometimes quite variably even within the same room, and with little obvious connection between them. The exhibits change regularly, and there are apparently many thousands of items from the tiniest to the very largest on display at all times. Some of the buildings in the complex are taller than others, but there are no upper storeys, attics or cellars, so where things not on display are stored is unclear - though this is a Faerie setting, of course. The name's origins are uncertain, although the perceptive, especially with an aerial viewpoint, may remark upon the fact the layout of the buildings, in conjunction with the line of Key Beck as it approaches from the southwest, do look a little like the wards on a long-necked key. Guided tours are available on request.

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

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

The featured text also beside the map could be used or ignored, as the GM might wish, although the map does include elements specific to it, and it does provide distinctive additional aspects to this site. It reads: "Ravens perch on the standing stones ringing the Museum. A great white swan flies over each night, bearing a sleeping male Faerie on her back."

For greater clarity, note that the FCW file has a toggle to allow the on-map labels to be turned-off, if desired. A second toggle allows the interior of the Museum be viewed.

Aspects of Keyneck Museum

* **Grove Park:** While much of the surrounding area is known generally as "Grove Park", as the map label suggests, this is the name for the more open, lightly-wooded lands around the southern side of The Museum.

* **Grove Park Lane:** The broad road leading very directly straight across the map from west to northeast. It is set on a raised, flat-topped, grassy dyke, some 5 feet, 1.5 metres, above the surrounding plain. A narrower lane cuts in a similarly straight manner on a narrower, flat-topped dyke about 3 ft, 0.9 m, high, south-southeast from Grove Park Lane to the entrance bridge at the Museum. This wooden bridge is supported at either end on top of the 3 ft high levee dykes that follow alongside the line of the Key Beck as it surrounds the Museum, crossing over the Beck into the Museum's Atrium.

* **Grove Park Woods:** The northerly, more heavily wooded, part of the map beyond the Museum's environs.

* **Key Beck:** This is a weird, freshwater stream, surrounded on both sides across the map by 3 ft, 0.9 m, high, grassy levee dykes. For all it is quite narrow, it flows both into the closed loop around the Museum, and back out again down the same channel from the southwest. The water flows clockwise around the Museum loop, so approaches along the western side of the approach channel, and away again down the eastern side.

* **The Museum:** Completely surrounded by Key Beck and its levee embankments, the Museum buildings are set on a level, grassy platform. The buildings have different colours, styles and appearances, both outside and in. There are links within the various structures, as well as stone-paved pathways between various external doorways, but only within the complex itself. It is though perfectly possible to walk over the grass too, including over the grassy levees, and even to step across the narrower parts of Key Beck, quite easily (the Beck narrows to only about 4 ft across, 1.2 m, in places). Doing so secretly, or unobserved, is much more difficult, however, given the ever-watchful ravens perched on Raven Stone Ring beyond the Beck from the Museum, aside from the many windows looking out from the Museum itself. The interior place-labels include: **Atrium** (the entry hall, accessed *via* the bridge and road from outside through double doors; there are always guides and advisors here, from where arranged guided tours begin and end); **Cross Hall** (the crossway rooms beyond the Atrium into the main buildings proper; the name applies to all the adjoining unlabelled rooms not in the Square Wing between the Atrium and Long Gallery, End Hall and Box Hall); **Near Gallery** (the long, lower building range which runs to either side of the Atrium between Gold and Yellow Domes); **Gold Dome** (the great domed building at the southwestern end of Near Gallery); **Yellow Dome** (the similarly domed building at the northeast end of Near Gallery); **End Hall** (a suite of rooms off the southern end of Cross Hall); **Short House** (an almost separate building in the angle between Cross and End Halls); **Box Hall** (a large, single room at the northern end of Cross Hall, connecting with Box Rooms and the north end of Long Gallery); **Long Gallery** (which runs between the east end of Cross Hall and Box Rooms at the northern end of the Museum); **Box Rooms** (the rooms at the north end of Long Gallery on the north side of the Museum, adjoining Box Hall; note that the unlabelled room east of the north end of Long Gallery is classed as one of the Box Rooms too); **Square Wing** (the "L"-shaped building linking Far Gallery internally with the rest of the Museum at Cross Hall); **Far Gallery** (the long range of rooms in the low building on the east side of the Museum, running between Blue and Azure Domes; the building is similar in character to Near Gallery otherwise); **Blue Dome** (the great domed building at the southern end of the Museum complex, and the south end of Far Hall); **Azure Dome** (the similar domed building at the north end of Far Hall).

* **Raven Stone Ring:** The ring of 15 large, tall, very ancient, red sandstone, standing-stone groups that surround the outer edge of the levee banks around The Museum, on which the ravens of the featured text perch.