

Embra Enclosed Places of Interest 4: Lady's Hollow Floral Meadow

Vast tracts of flowering meadow grassland make up much of Lady's Hollow, scenting the air in the sunshine, or at night (although the night scents are subtly different to the daytime ones). The Hollow is a large dell, enclosed by higher ground on all sides towards, and sometimes just beyond, the map's edges. Two broader roads run to it, one between the west and south edges in the southwest corner, the other, labelled as "Lady's Way", extending from the south edge as far as Lady's Rest on the lower western slopes of Macha's Height. Winding footpaths link between these and one another across the rest of the parkland. The floral expanses are marked by darker grass on the map, scattered with coloured flowers, while the paler grass colouring indicates lower-growing grasses surrounding the grass-meadow spots. Even here, many low flowering plants grow as well. It is not certain who the "Lady" is that the area's name refers to; possibly Embra's ruler, The Verdant Sorceress (see Constructed Place 1, Crepuscular Palace, for details).

Notes on the Hollow's labelled locations follow. First though, some more general points.

The misty edge to the mapped area is because, like all the Embra Places maps, Lady's Hollow does not link directly to any other specific location in the city. Instead when leaving the mapped zone (or sometimes only when passing the Hollow'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.

Although the featured text also beside the map could be ignored at GM's choice, it is probably best to use it to add extra flavour here, as the pillar the text refers to is a specific, named element on the map.

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 interior of the sole mapped building, marked as "Meadow Warden", to be shown.

Aspects of Lady's Hollow Floral Meadow

* **Basking Lizard Pillar:** This is the Pillar from the map's featured text: "An ancient, low, square, pink-veined white marble pillar, with a pyramidal roof. Many green-and-brown-striped, sinuous, lizards, like short legged snakes. They sun themselves and watch visitors from the pillar's top." The lizards are generally harmless, are protected and respected by visitors to the Hollow.

* **Dahut's Grove:** The larger of the Meadow's two small woods, named after a noted druidical sorceress famed for the wildness of her magical rituals. Many unusual, magical plants grow here in small numbers, and often well-concealed except to those especially attuned to such vegetation.

* **High Pavilion:** A small, open, domed structure supported by four pillars, set on the western top of Macha's Height. Like the Pillar, it too is made of pink-veined white marble. Marble bench seats inside afford views across the Meadow below.

* **Hollow Copse:** The second, smaller, woodland area is in the southern part of the Hollow. It seems to especially attract many small birds.

* **Knockaulin:** The edge of a large hill tucked into the northwestern map corner, and extending some way beyond it.

* **Lady's Rest:** A hedged square garden set in a hollow on the western flanks of Macha's Height hill, with a paved path and seats inside, facing towards the floral border around its central thyme lawn. A large tree at each corner of the outer hedge makes the whole look a little like a low, small castle from a distance. A pair of tall, pink-veined white marble columns flank each of the northern and southern exits. Lady's Way ends here, while a narrower, stone-paved path continues up the hill to High Pavilion.

* **Lady's Way:** The broadest, near-central pathway through the Meadow from the south map edge to Lady's Rest, passing by Basking Lizard Pillar.

* **Macha's Height:** The large hill occupying much of the northeastern map quarter, and extending off this corner of the map. It is thought of as female, and some consider the name to be the "Lady" various of the Hollow's features are named after (although whether that means the hill, or someone called Macha is less clear).

* **Meadow Warden:** A small house for the Meadow Warden, a powerful Faerie with druidical powers who looks after the Meadow. The building is made of pink-veined white marble, and has a domed roof.