

Embrea Enclosed Places of Interest 5:

Lawn Market

As the name might suggest, and as the crescent face-in-the-moon symbol on the map's lower right corner indicates, the Lawn Market is part of the great Twilight Market at Embrea. No matter what time of day it may have been elsewhere in Embrea, at the Twilight Market, it is always a time of day with either twilight, or a low Sun. If the Sun is up, it will be within two hours of sunrise or sunset. If not, for most of the year, it will be within 1½ hours of sunrise or sunset, so there will be at least a degree of lightening in the sky in the general direction of the sub-horizon Sun, with a few of the brighter stars and planets, or more, visible. Increasingly fainter stars will be seen the further the Sun is before sunrise or after sunset. For a period of 40 days before and after the Summer Solstice, however, the twilight lasts all night at Embrea. The time between sunset and sunrise for much of this interval is around 7 hours. If greater precision than these guidelines is preferred, use the actual sunset, sunrise and nautical twilight times for any real-world site at Embrea's approximate latitude, 54° North.

Further to this, it is possible to access the Twilight Market under special circumstances (as the GM may decide) from any other long-established market or travelling fair anywhere else on Nibirum, when required. It may not be possible to leave the Twilight Market and return to such places so easily afterwards, however! It is though always easier to move between the various parts of the Twilight Market than to go to any other place in Embrea, once the Market has been found.

Although the Lawn Market has specific bounds - raised grassy dykes surmounted by tall, impenetrable thorn hedges forming an octagonal surround - as the map also indicates, there are almost always some overspill tents, wagons and stalls beyond those edges, which is partly why it is so relatively easy to wander into another part of the Twilight Market once there, rather than on to somewhere else in Embrea. There are no buildings in the strictest sense at Lawn Market. Most of the illustrated round, square or rectangular objects are either enclosed tents, or the awnings above market stalls (some of them set on or in enclosed wagons - this aspect is not indicated on the map, so is left to GMs to decide). Where some features may appear to be more traditional structures, the properties are usually just constructed shells, with the exception of the living thatched buildings set among the branches of the four special great trees near the internal corners of the open central court area, from which are suspended the Aerial Walkways (see below for more details).

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

The misty edge to the mapped area is because, like all the Embrea Places maps, Lawn Market does not link directly to any other specific location in the city. Instead when leaving the mapped zone (or sometimes only when passing the Market's boundary, or even crossing some form of threshold within it - GM's choice), the party can return either to the Enclosed Places map, or the Embrea Official Guide map, from where the GM can select a new location for the players to visit. In that case, there should always be an option to

move to another part of the Twilight Market (or even return to this one) along with the more usual range of possibilities.

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. It reads: "A tall man in scarlet robes and a tight-fitting, open-faced, golden helmet. He clutches a large scroll, striding purposefully about, yet he does nothing more."

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 Lawn Market

Areas within the Market are separated by thick, normally impassable, thorny hedges around 10-12 feet high (3 to 3.6 metres), set on top of broad, five-foot-high (1.5 m) grassy dykes, much like those of the outer boundary. Where grey "stonework" walls are shown (at the two Gates and around Yellow Court), these are actually criss-cross stone lattice-work walls, not solid stone ones. More thorny hedging grows up, along and through this stonework tracery, so the difference to the normal hedges is not easy to tell, except from above, and over the higher parts of the walls. These lattice walls extend down through the dykes and into the surface below. Each wall reaches to around 18 ft (5.5 m) above the dyke tops. Where gates are marked on the map, these are of solid stonework, carved with large, antithetical Twilight Market crescent moon symbols, facing one another, one on each gate, and carved on both sides. The gates are rarely shut, but can be sealed if required to close off Lawn Market completely. Each gate is some 12 ft tall (3.6 m).

The large central court is of short, soft grass, and has a line of stalls set back-to-back, running north to south down its long axis. These, the large red-and-white-striped central round tent, the Golden Dome, the four great trees and their Aerial Walkways, the two scarlet tents at the south end, and the two rows of purple-awning stalls also at the south end, are all permanent fixtures. Other tents, stalls and the giant fungi of the Faerie Ring, change from day to day.

The peripheral areas outside this central court that are not labelled and discussed in more detail below, contain a variable mixture of stalls, tents and folk. One feature they all have in common, however, is a neatly-manicured, striped lawn, composed of different types of grass in each place. In each of these areas is a magical lawn-tailor, recognisable by the huge pair of scissors, like tailors' shears they carry prominently, who will cut and sell a piece of the lawn from their own area to anyone desiring it. They simply cut out a piece from the growing lawn as if it were a huge sheet of cloth, to the exact size requested, regardless of what else may be on the grass at the time, and without causing any problems to anyone else there. Once cut, they pull it out like the classic tablecloth-from-under-the-crockery party trick, roll or fold it (at the buyer's preference) into a size the

purchaser can easily carry - and weighing no more than a silk handkerchief or scarf of the same folded/rolled size would. Placed in its new home, the lawn will magically bed itself in after it is unfolded/unrolled, and will maintain the same patterning and quality, as long as it is regularly cut at least once every ten days. Removing the selected piece leaves no gap in the lawn here.

* **Aerial Walkways:** These are wooden, railed walkways, strung with living vines, creepers and similar plants. They seem rickety, and have no support except from platforms at the four great trees at the corners of the central open court area of the Market, and where two of the Walkways connect with one another high above the not-quite centre of this open zone - above the large red and white striped tent in the middle of the Faerie Ring. Each Walkway is alive and is part of the great trees too, as the four trees and the Walkways are all parts of the same living, vegetable colonial creature. Hot-air Balloons float alongside the Walkways, providing refreshments and acting as market stalls, while vendors with trays hung from their necks wander the Walkways as well. The Walkways may be accessed by flying or levitating from the surface, by Balloon, or from the great trees.

* **Agnes' Lawn:** One of the outer western parts of the Market. Notable for its neat, creamy-white tents and awnings. Most of the stalls have items connected with sheep, such as wool, horns, lambs of many kinds, spinning and knitting supplies and wool dyes.

* **Balloon/Balloons:** Four are labelled, though there are actually eight such hot-air Balloons illustrated, each attached loosely to one side of an Aerial Walkway, and able to move along it while still tethered. Each contains one or more stalls in its basket, commonly selling foodstuffs and small items like trinkets. They can release and fly free if the ballooners wish, including to swap to another Walkway, or to the other side of the one they are on, or to descend to the surface and ascend back to the Walkway. The physical size of the hot-air balloon-bag is the sole restriction as to how close each can be to one another, or to any other larger object.

* **Birog's Hall:** Another outer western part of the Market. Here are available chiefly plants, growing/gardening aids and tools, and druidical items. Birog was a legendarily great druid.

* **Blue House:** An outer eastern part of the Market, where all is blue awnings, table covers and tents. There is no particular specialism in goods and services from here though, where a similar variety is available to elsewhere in the Market.

* **Dancing Tree:** All four of the great trees in the central court are alive, sentient and can move and make sounds when the mood takes them. The buildings too are parts of the living trees, along with the platforms that provide access to the Aerial Walkways spanning between all four, since as noted earlier, the trees and Walkways are all part of the same living, vegetable colonial creature. The Dancing Tree is the largest of the four. It dances whenever the mood takes it, accompanied by woodwind music played from and through its own branches and hollow stems. The living buildings in its heights have numerous market stalls of various kinds, much like those in the two smaller, unlabelled, great trees. Access for those unable to fly or levitate is by either living creeper-rope ladders, or a living basket hoist (one medium humanoid creature at a time only on either).

- * **Faerie Ring:** In the middle of the large open central court is a brighter green ring of grass. From this grow huge mushrooms, and many smaller ones. Each of the greater mushrooms houses at least one or two market stalls. The fungi only last a day each, so the mushrooms shown need not be in the same place two days running.

- * **Golden Dome:** A loosely temple-like structure, with a few internal stalls, at the entrance to the main central court of Lawn Market from the north. It is open-plan inside, supported by circular-section stone pillars, and has only low woven wicker rails on its east and west sides. The north and south sides are open shallow steps leading in and out of the Dome.

- * **Great Gate:** A lattice-work stone entryway from the west by road, with large stone gates that can close off the roadway. As noted above, thorny hedging and bushes grow up through the lattice-work, making the walls almost indistinguishable from the usual hedges across the Market.

- * **House of Fun:** A hollow, golden, house-like structure (think typical enclosed fairground ride, such as a ghost train) on two levels. Inside is a hall of mirrors, several slides, moving walkways, and similar features, some of which extend to its outsides. A helter-skelter spiral slide runs down the tower at the northeast corner.

- * **Little Gate:** An identical gateway to Great Gate, except on the Market's east side. The names are jokes, although some say the titles derive from the relative sizes of the nearby living trees in the central court.

- * **Rainbow Trestles:** This is the general name for the area of Lawn Market south of the line between Great and Little Gates. It is so named as the stalls here come with a variety of coloured awnings, tables and table covers, offering a broad range of goods and services.

- * **Redtop Tearoom:** Perhaps the most famous part of Lawn Market, a tearoom that occupies three floors set into the stem and cap of this gigantic living fungus. The service, food and drink is exquisite. Unlike the fungi in the central court, this fungus appears to be permanent (or as permanent as anything ever is in Faerie).

- * **Singing Tree:** The northwestern great tree in the central court of Lawn Market (see the notes above under "Aerial Walkways" and "Dancing Tree" for further comments on the nature of these trees). The stalls in the living buildings in its heights provide songs, music and singers, and the tree itself sometimes sings most tunefully.

- * **White Parasols:** Although outside Lawn Market itself, and set among numerous scattered tents and other stalls there, in the region that leads to different parts of the Twilight Market nearby, this is the largest, and tallest, single structure near Lawn Market. It is an elongated circus Big Top, with regular performances around the clock.

- * **Yellow Court:** A lattice-work, stone-walled square, with a central lawn, and heavy stone gates on its north and south sides. Narrower stone gates open into the adjoining court to the southeast. As with the other lattice-work walls elsewhere, thorny hedging grows up through them. The name seems to have no relevance to the nature of the stalls and tents here, or the goods and services on offer.