

## Embrea Hilly Places of Interest 2:

# Mab's Couch

Mab's Couch is a large, high, rounded, grassy hill on the north bank of the River Clack, over which numerous grassy footpaths wind. There are red sandstone ruins scattered across its northwestern foot, and a cairn of distinctly different grey stones on its summit. Several small woods and copses are sprinkled across and near the hill. The lower ground surrounding it carries no name. Locals say this is because no one pays it much attention when there is the magnificent Mab's Couch to look at.

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, Mab's Couch 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 could be used or ignored, as the GM might wish. It reads: "A strikingly moustached man in very fancy clothes stands holding a sceptre. If asked, he says he is the King, and is waiting for someone. Any other conversation from him seems quite mad. If pressed, he will say they must be coming by another way, and then wanders off elsewhere on the hill, and disappears. He wears a long jacket in green and gold, knee-length black breeches, white stockings and bright-buckled shoes. On his head is an oversized, black, tricorn hat, in whose crest is a huge white, filigreed flower."

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 Mab's Couch

\* **The Greenway:** The main, broadest, grassy path which begins off-map to the north. It leads up to the hill's summit in a winding line, to better accommodate the steeper slopes, and then forms a triangular "ring" surrounding Mab's Cairn on the hill-top.

\* **Mab's Cairn:** A tall pile of loose grey limestone rocks piled in a cairn at the hill's summit. A broad, triangular loop of The Greenway encircles it. There are no limestone rock outcrops visible anywhere on or near the hill, for all there are a great many such stones in the Cairn, of a range of sizes.

\* **Mab's Couch:** Despite the label's placement, this is the name for the entire, large, high hill central to this map. "Mab" is the name for a great, perhaps mythological, ancient Faerie warrior-queen.

\* **Red Ruins:** Four sets of red sandstone ruins that may once have been buildings, although some of the apparent wall-lines are not square to one another, and some are not even altogether straight. The ruins are somewhat weedy and overgrown, yet several of the winding grassy paths that run across the whole hill extend from the main path, The Greenway, to all four places, without ever quite entering inside them.

\* **River Clack:** The Clack often appears variable in size and nature from the different Places maps on which it features, but it is always the same river that names the vale in which Embra lies. Here it is apparently fairly narrow, and runs near the southwestern foot of Mab's Couch. The Clack usually flows east to west, right to left when viewing the map.

\* **Sava Woods:** The general name for all the groves and copses on the north to northwestern sides of Mab's Couch hill, and on the flatter ground by its northern foot, including those among the Red Ruins and on both sides of The Greenway. Sava was the name of a great Faerie lady, notable for her ability to shapechange into the form of a deer.

\* **Sithich Woods:** The woodlands on and below the southwestern slopes of the hill, including those that extend right down to the north bank of the Clack on this map. A Sithich is a mischievous upland sprite that uses deadly weapons made of flint-like stone. Such flinty stones can be found lying scattered in places throughout these woods, although only the more unfortunate might encounter an actual Sithich as well.