

## **Embra Travelling Places of Interest 2: Market Row**

The “Market” name and crescent face-in-the-moon symbol alongside the map confirm this is part of the great Twilight Market at Embra. No matter what time of day it may have been elsewhere in Embra, 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 Embra. 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 Embra’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 Embra, once the Market has been found.

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

The misty edge to the mapped area is because, like all the Embra Places maps, Market Row 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 Travelling Places map, or the Embra 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 giant white barn owl rests in one or other of the large, black-foliaged trees here. It answers questions with riddles.” A number of trees with such black colouration have been added to the map for those wanting to take advantage of this element.

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 shows the interior layouts for the fixed buildings of Market Row, all of which have just a single storey.

### **Aspects of Market Row**

“Market Row” is both the name of the village here and the road that runs through it, as well as the name for this part of the Twilight Market. This can sometimes create confusion for those not native to Embra. The road continues off both the north and west edges of this map. Although there are no obvious boundaries to the Market, the scatter of the many colourful stalls spill away from the road in oddly well-defined areas that have remarkably little constraint from topography or the vegetation cover nearby, except loosely between Great Market-Market Tavern and Broad Leaf Copse. The straggling line of stalls over the southern slopes of Market Pike primarily run not far from a paving-stone way southeast from Circle Mart to the last small building closest to the River Clack here, but seem unconfined by anything else, for example. All the illustrated round, square or rectangular objects that are not buildings (all the buildings have interior floorplans available using the FCW file toggle) 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).

\* **Broad Leaf Copse:** A large area of dense woodland that decries its “copse” epithet, extending off the southern map edge, and running along, to a little east beyond, the banks of the Clack.

\* **Circle Mart:** A large, if quite low, circular, red-tiled building on the west side of Market Pike, inside which is a central large chamber, surrounded by a ring corridor. Both places can be packed with small stalls and tables. A series of flat-laid, paved slabs runs along the hill and down its southern side to a smaller building from here. More stalls and tents are scattered by this route, and there are still more tiny stalls in that smaller building at the end of the paved way.

\* **Great Market:** Market Row’s largest building, by the southwest foot of Market Pike, this forms a huge open square inside, and is again filled with many smaller stalls and tables.

\* **Longing Hill:** A lightly-wooded upland in the northwest map corner. The unnamed open grass- and moorland between Mirror Inn-Mirror Hall and the foot of this Hill seems to be generally ignored and little mentioned by the residents of Market Row, though the locals will become evasive if questioned as to why.

\* **Market Pike:** The large hill occupying much of the map’s northeastern quarter. The Circle Mart round building is set high on its western slopes, and numerous market stalls and tents extend across parts of its southwestern half.

\* **Market Tavern:** The long, rectangular building adjoining the Great Market on the east side of Market Row. Good food and drink is available here.

\* **Mirror Hall:** A large, square building on the west side of the Row, if smaller than Great Market, though like it, completely open inside, and once more filled with small stalls. This

building has unusually solid stone walls, around 5 feet, 1.5 metres, thick. There is no explanation for this, or why this and the adjoining Inn have “Mirror” in their names.

\* **Mirror Inn:** A pair of properties set under one roof in a long structure lying northeast-southwest on the west side of the Row, with part of the building continuing along the rear of Mirror Hall too, as if the two were part of the same structure, although the walls of Mirror Inn are not so substantial as those of Mirror Hall. The whole provides inn accommodation for travellers and visitors to Market Row.

\* **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, tucked away in the map’s southeastern corner, with three small, unnamed tributaries. It is mostly screened from the village and market by woodland. The Clack usually flows east to west, right to left when viewing the map. Note that although it exits the southern map edge in the southeast corner, a short looping bend returns further west along the southern map edge too, closer to the road.