

The Faerie City of Embra: Embra - Midnight

As described in the separate “Official Guide to Embra” Atlas map notes, getting to or from Embra City proper usually means first passing through one of the eight village-sized manifestations where the Faerie and Mortal Realms meet in the Clack Valley of southeastern Errynor in Alarius. Embra - Midnight is the version of the Village ordinarily encountered when approaching from, or going out from the City to, the north of Embra’s location. From here, and again as suggested by the Official Guide notes, it is possible to pass into the City by various means using the Official Guide map, once a suitable access-point has been located in the Village. If leaving Embra by this route, simply moving beyond this map’s bounds sees those involved returning to the Mortal Realm in the Clack Valley (in the Atlas, simply return to the Official Guide map from the Village one, and then to the Clack Valley parent map).

The map is set within a circle whose edge shows a palely colourful mistiness, indicative that this place is liminal between the Faerie and Mortal Realms. The various features of the map - some notes on the labelled ones follow - may seem superficially normal, but often are not. A house with no chimney may have a roaring open fire in a fireplace inside, for instance, or a crop-field may be growing impossible crops - such as toffee-apples on sticks - or where animals graze contentedly on what look to be ripening crops, while the “farmer” rests smilingly watching them by the field gate. Faerie is not “normality” as most would understand it, after all! Trees and the wilder shrubs are the closest to what would be expected in the Mortal Realm, though even these commonly seem very fine specimens, or show unusual activity - fruit trees with both fruit and blossom on simultaneously, say - while some “plants” may be fully alert, mobile and conversational, just as others may contain tiny houses in their trunks or stems with doors, windows and internal walls, homes for Faerie creatures.

Although the map has two scales and an (unlabelled) compass-rose, distances and directions can be equally variable in Faerie, as the GM may require in all cases. The scales are however accurate for the map as drawn, where precision may be needed.

Below the scales and compass-rose are some text notes, drawn from an interpretation of some Faerie-inspired tarot card artwork, as also mentioned in the Official Guide notes. As ever, these may be used or ignored as the GM may see fit.

Two toggles are available in the Atlas FCW file, one to turn off the labels on the map, to make features on it easier to see complete. The second toggle shows the basic internal layout for all the buildings on the map (although only doorways, not windows, are illustrated in the walls). This helps clarify where these structures are, and their natures. Once more, these may be used, adapted or ignored as best suits the GM’s requirements.

Named Feature Notes

* **Bird Hill:** A small, “L”-shaped hill northeast of the Village, with a couple of small copses on it. Notable for its birdlife and birdsong.

* **Da Cheo Copse:** A small wood to the northwest, in which mist often lingers. It is very easy to pass to and from Faerie in here. If moving in to Faerie, the GM has the option to go to any of the Wooded Places without further checking.

- * **Kym's Ridge:** A long, low, linear hill west of the Village. Villagers refer to it as if it were a sleeping hound.
- * **North Field:** A crop-field north of the Village.
- * **The Orchard:** A hedged orchard just northeast of the Village.
- * **River Clack:** The Clack often appears variable in size and nature from the different Villages, but it is always the same river that names the vale in which Embra lies. Here it is apparently quite narrow, and is crossed by a single ford. It usually flows east to west, right to left when viewing the map.
- * **Round House:** The village's largest building, though it is actually hexagonal.
- * **Roundhouse Meadows:** Two hedged fields near, but not related to, the Round House.
- * **Rudi's Forest:** An extensive strip of woodland south of the Clack. Centaurs may be seen and encountered here sometimes.
- * **Watcher's Ford:** The Clack crossing point has two square buildings on the northern - Village - side of the Clack. These are homes to the Watcher and their assistant. Quite what it is they are watching for, or where from, is unknown.