

Embrea Hilly Places of Interest 4:

Miller Hill

Miller Hill is a modest hill covered in grass, with some scattered tree cover. Several small, rounded hills surround it, along with a sprinkling of trees and copses. A more extensive area of woodland lies towards the eastern edge of the map. A road from the west joins with another from the north, which together continue south up to the hilltop. On top of Miller Hill is a small group of buildings, surrounded by four hedged fields. A pond is in their midst, fed by a stream that flows from north to south, right across the map - and over the top of the Hill itself. This indeed means there is a real curiosity for those not used to the ways of Faerie, as the stream flows quite normally uphill to reach the pond near the summit, and back down from it again!

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, Miller Hill 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 is intended to be used to enhance visits here. It reads: "The smaller hill nearby is guarded by porcupines, but nobody will say why."

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 allows the building interiors to be viewed as well.

Aspects of Miller Hill

* **Clack Lane:** The roadway entering the map on its west side, joining with Miller Hill Lane near the central Hill's northwestern base.

* **Mateland Forest:** The dense to more open woodlands along and extending off the map's eastern edge, densest in the southeastern corner.

* **Mill:** The Mill building on top of Miller Hill. It is a water mill, set on the mill-race part of the Leet where it exits south from the Pond, also on the summit. The wheel often appears as an undershot type (so water running through the channel at the base of the wheel turns it). However, the mill-race level can be magically altered whenever the Miller (= GM) desires, to make it into an overshot wheel instead (a more efficient type, where water pouring from the channel over the top of the wheel causes it to turn). The setting is

identical when this happens, except that the channel out of the Mill Pond flows further uphill to pass over the top of the wheel, falling into the channel below the wheel, and away southwards along the Leet Outflow stream as usual.

* **Miller Hill:** The main central Hill, and largest upland on the map.

* **Miller Hill Lane:** The roadway that runs south to the top of Miller Hill from the northern map edge. Clack Lane joins its western side near the foot of the Hill.

* **Mill Fields:** These are the four, square, hedged crop-fields surrounding all the buildings on the hilltop. They are deliberately laid-out to appear like the sails of a windmill when seen from above. Sometimes, they also rotate about their centre (the axle of the Mill's wheel), when the wind blows strongly, flowing over the surface of the hilltop as if they were made of cloth. Anyone standing in one of the Fields, on one of their hedges or the one edge fence-line, will be carried along with them. The buildings, Mill Pond and other features nearby (including the hedges and fences that are not part of the square Fields, and all the paths) remain fixed in place. Only the Fields move in this manner. The movement is natural, and causes no damage to the hilltop features.

* **Mill House:** This is where the faerie Miller's family lives. The other Mill workers and tenders of the fields, live in the unlabelled houses north of the Mill Pond.

* **Mill Leet:** The inflow channel for the stream leading to the Mill from the north, *via* the Mill Pond. Nobody here thinks the water flowing uphill and back down again is anything at all unusual, and so never remarks upon it. If questioned, they will be incredulous that anyone could think it should be otherwise, for how else could the Mill work without the Leet's stream?

* **Mill Leet Outflow:** The outflow channel for the Leet, down the south side of Miller Hill, then further south and off the map.

* **Mill Pond:** A deep, sizeable Pond by the buildings on the hilltop, just upstream of the Mill itself.

* **Porcupine Hill:** One of the small hills near Miller Hill, this one northwest of that Hill's base, in the angle between Miller Hill and Clack Lanes. This is the hill the featured text refers to. The porcupines will attack anyone trying to climb this mound.