

# The Faerie City of Embra: Embra - Mornside

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 - Mornside is the version of the Village ordinarily encountered when approaching from, or going out from the City to, the east 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.

Three 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 surface level internal layout for all the buildings on the map (although only doorways, not windows, are illustrated in the walls). The third toggle illustrates the layout of the upper level for Gofannon’s Farm. 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

\* **Argatlam Hall:** The Village’s largest building, though of only a single storey. It has extensive grounds filled with vaguely maze-like patches and lines of dense shrubberies, that run down to the river confluence by the east end of the midstream island. The Hall itself has many fine silver decorations inside and out (the name means “silver hand”).

- \* **Celydon Hill:** A very large hill to the southwest of the village, beyond the Clack and Wadingburn. Unlabelled woods run over much of its higher parts, sometimes locally called Celydon Woods.
- \* **Conomor Bridge:** The Clack crossing point here.
- \* **Gofannon's Farm:** The northeasternmost property in the Village. The longer main building has an upper storey. A noted blacksmith, Gofannon, works out of the eastern smaller building attached to this larger structure.
- \* **Hybras Wood:** One of two modest woodlands north of the Clack. Its vegetation is all of an especially beautiful character.
- \* **Kenel Wood:** The other modest northern wood by the Village. Many pixies live within it, who are fiercely territorial.
- \* **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 broad, and has a similarly broad tributary running into it from the southeast, the Wadingburn. The Clack here is crossed by a single bridge. It usually flows east to west, right to left when viewing the map. Near the confluence with the Wadingburn is a low, triangular island in mid-stream.
- \* **Wadingburn:** Forming the southwestern boundary to the Village, this tributary stream joins the Clack in mid map.