

The Faerie City of Embra: Official Guide

Embra is the great city of Faerie Land in southeastern Errynor. It is a place of wonders, mystery, magic and all things Faerie. Faerie beings, creatures and others with strong Faerie blood will find it easy to negotiate. Those without such an advantage may find it much more tricky and unpredictable a place to (try to) visit.

The maps provided in the Nibirum Atlas for Embra, beginning with this Official Guide, show there is no single map for the whole place. Rather, there is a large series of maps of individual places, areas and streets within the city, that can be linked together in any way the GM may desire, to help create a complex, confusing, dream-like and magical place, that can be different at every visit.

GMs might especially wish to invoke the magical Law of Similarity in their versions of Embra - like goes to like. So passing through a field gate into a meadow might really lead into a floral garden, a park, or someone's vegetable patch elsewhere in the city instead. As might passing through a doorway, window, trapdoor or skylight inside a building, should a less predictable outcome be preferred. In addition, the number of places and their organisation within the Atlas allows for simple 8- or 10-sided die rolls (D8 or D10) to randomly decide where passing between places may lead.

As presented in the Atlas, there are 70 separate Places mapped in Embra city proper, set up on 41 individual maps (as there are 35 streets and one railway condensed onto 7 maps). To allow these to be accessed in the ways outlined above, a further 7 maps of a similar schematic form to this Official Guide one have been provided to allow suitable links.

In order to connect Embra to the external Mortal Realm, as well as to introduce the unusual way the various parts of Embra can work together, when approaching Embra from outside (or when wishing to leave the city by normal means), it looks like only a small village. Its exact appearance can depend on which direction it is approached from, or the GM may select from the options available, or decide using a D8 roll. As the Official Guide map illustrates, there are eight such Villages, one for each of the eight main compass points, and named in an imaginative way accordingly.

Once the chosen Village has been negotiated or explored successfully (a simple matter of heading away from it in the desired direction when leaving the city at least), returning to this Official Guide map and moving into the city, those involved are now in the Faerie Realm, and the link-segments in the central "pie-chart" shape of the map can be used to decide which of the types of Place in the city is to be encountered next. As before, the GM may choose, employ the Law of Similarity, or randomly roll a D8. When leaving any given Place in the city, the GM may opt to use another from the chosen type (or even return visitors to the Place they have just left - any such movements and connections can be as "normal" as required, or more in the way of dream-state/surreal art fashion), instead of always returning to this Official Guide map to choose again.

The notes alongside the Guide map in "The GM's Little Red Book" provide a quick reminder of how this linking map can be used. They also highlight that there is a further class of special location within Embra, the seven parts of the **Twilight Market**. The Market maps are always indicated by the crescent face-in-the-moon icon shown in the "Little Red Book" and in segment 8 of the central "pie-chart" of this map. 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 that, 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 external 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 Places and specific locations in the mapped parts of the city are provided with their respective maps elsewhere in the Atlas. Help in expanding these notes, or constructing more for those not discussed, may be sought among the numerous paid-for, pay-what-you-want and free Faerie-related RPG products on download sites such as DriveThru RPG and DM's Guild. A list of 100 one-line shop and market-stall ideas is provided below here as a start, drawn from many sources.

Each of the individual Place and Village maps includes short descriptive text notes of something or things that may be seen, experienced or encountered at that given location. Sometimes - though not always - some such elements may feature on the maps as well. Where not mapped, these items may be used as inspiration or ignored as the GM may prefer. They were generated by aspects taken from random draws of cards from two Faerie-inspired tarot decks, "Tarot of the Secret Forest", illustrated by Lucia Mattioli (Lo Scarabeo, 2005), and "Shadowsapes Tarot", illustrated by Stephanie Pui-Min Law (Llewellyn Books, 2010).

One Hundred Shop & Market-Stall Ideas

- 001 - The Genuine Magic Shop (see the short story by H G Wells for this)
- 002 - Staves, Magical & Ordinary
- 003 - Masks of Many Forms
- 004 - Bottled Nymph Breath
- 005 - Bottled Cities, magically reduced in size
- 006 - Maps, Maps, Maps...
- 007 - Nails of All Kinds - finger, construction, etc.
- 008 - Broken Mirrors & Mirror Shards
- 009 - Fresh Lava Rocks (still warm)
- 010 - Barber (who will also shear sheep and goats)
- 011 - Cobbler & Last-Maker, shoes that always fit - or perhaps won't come off...
- 012 - Blacksmith (only works with iron; fearful of other non-precious metals)
- 013 - Cheesemaker; only makes cheeses in triangular shapes
- 014 - Apothecary, Cures For All (minor) Ailments (only)
- 015 - Jeweller, either a trader in gems, or a crafter with them, never both
- 016 - Glass Beads & Marbles (some contain images of tranquil, twilight moments)
- 017 - Living Jade Creatures (small-model sized, but alive)
- 018 - Furred They Were and Ruby-Eyed (living creatures whose eyes are rubies)

- 019 - Satyr Fur Pillows (cure for all erotic difficulties)
- 020 - Lanterns - all sizes, all types
- 021 - Musical Instruments & Music (seller only, not maker of)
- 022 - Baker (can split into 13 identical copies when trade is brisk)
- 023 - Maker & Binder of Books (works only with the finest materials)
- 024 - Ship Builder & Sail Maker (always has access to open water "in the back")
- 025 - Glass Blower; every object created is at least mildly magical
- 026 - Inn (no matter how small the market stall, there are always vacant rooms aplenty)
- 027 - Drums - maker & seller; punctuates old jokes with a "ba-dum" on a handy drum...
- 028 - Silversmith, who works only by the light of the White Moon
- 029 - Herbs & Spices, clipped freshly from living plants to-hand, no matter how obscure
- 030 - Bows, Shooting or Musical - be precise in your request!
- 031 - Fortune Teller; uses only items brought in by the enquirer
- 032 - Hall of Mirrors; dangers & mysteries within; possibly gives access to many places
- 033 - Glove Maker, all kinds, including armoured; they always fit first time
- 034 - Sandal Maker; refuses to make shoes, and takes great offence if pressed
- 035 - Wood Carver (no job too small or too large)
- 036 - Redsmith & Bronze Object Maker (only works in bronze; falls ill if touched by iron)
- 037 - Witch (think Granny Weatherwax from Terry Pratchett's "Discworld" novels)
- 038 - Wisdom Imparted (wise man/woman/creature)
- 039 - Robe Maker, whose robes always make the wearer more elegant and charismatic
- 040 - Candlemaker - all sizes & types, including "Babylon Candles" (movie "Stardust")
- 041 - Scribe & Fancy Signs Painted; magical moving letters & images a speciality
- 042 - Coppersmith & Maker of Electrickenal Machinery (magical-lightning powered)
- 043 - The Cross-Legged Tailor (always sits cross-legged to work; staff do all other tasks)
- 044 - Hatter (Sane or Mad, your choice...); also runs a tea-shop in the back
- 045 - Pipe-weed & Smoking Equipment, run by a gigantic caterpillar
- 046 - Silk Goods (with silk worms on mulberry trees in the huge back garden)
- 047 - Woven Rainbows (all manner of textile goods made from transparent rainbows)
- 048 - Woven Moonbeams (ditto, but from White Moonlight)
- 049 - Carpets, Rugs & Wool; sheep sheared, wool spun & woven while you wait
- 050 - Goldsmith (the Smith is also made of living gold)
- 051 - Artist in Oils (only works with oil paints; grows angry if other media are suggested)
- 052 - Astrologer, buried among piles of charts, books & papers
- 053 - Wigs, Wigs, Wigs or "What's That On Your Head?"
- 054 - Library (lending requires the deposit of an object of equal value to the book)
- 055 - Hypnotist (closely resembles Doctor Caligari from the original B&W silent movie)
- 056 - Hotel (if a small shop or stall, this is merely the doorway to a huge hotel behind)
- 057 - Bath-house (ditto Hotel, but an elaborate bath-house)
- 058 - Sculptor & Stone Worker (two siblings at 59 & 60)
- 059 - Jade & Onyx Carver (only works with those two types of stone; sibling of 58 & 60)
- 060 - Onyx & Jade Carver (ditto; sibling of 58 & 59)
- 061 - Tapestries & Needlework; scenes that magically move or change available
- 062 - Harald the Potter; unusual & intricate glazes a speciality
- 063 - Puppets by Geppetto (also makes ventriloquist dolls)
- 064 - Alchemical Supplies, materials & equipment; makes specialist items to order
- 065 - Gem Cutter (can cut flawed stones to become flawless)
- 066 - Hand Weapons (each has the emblem of an open hand stamped on it somewhere)
- 067 - Armour & Shields, buyer & seller; even the battered gear works better than new

- 068 - Horses & Other Mount Animals, all sorts
- 069 - Domestic Animals & Pets, all of which talk in the (prospective) owner's native tongue
- 070 - Fruit & Vegetables (every item, size or type regardless, is a full meal alone)
- 071 - Leather Worker & Leather Goods (adult section in the back...)
- 072 - Wine & Ale Tavern (where space is too little, merely a doorway to a full-sized tavern)
- 073 - Furniture Maker; every piece has a hidden secret of some kind
- 074 - Boat Maker (always has a back door onto the River Clack)
- 075 - Wagon Maker & Wheelwright (impossibly large shop & yard behind the front shop)
- 076 - General Provisions (all manner of small items, though not food)
- 077 - Exotic Animals (shop front leads into something akin to a zoo)
- 078 - Wild Animals (includes domestic types that are untrainable; VERY dangerous)
- 079 - Honey (being sold by bees)
- 080 - Fried Ears (humanoid, all types, all fresh; very tasty)
- 081 - Wyrld Familiars (magical animals & creatures able to bond as genuine familiars)
- 082 - Mystic Bones & Old Relics (safety is NOT guaranteed...)
- 083 - Dream & Memory Flasks - empty to save into, filled ones for sale
- 084 - Invisible & Intangible Goods (all kinds; regal clothes a speciality)
- 085 - Keys For Every Lock (if you can only find the right one...)
- 086 - Bottled Storms (includes highly magical Faerie storms)
- 087 - Exotic Materials (if you can't find it anywhere else, we'll have it...)
- 088 - Rings Of Every Form (curtain/tapestry, mood, marriage, magic, etc.)
- 089 - Flasks of Mist (from across the world)
- 090 - Bubbles For Sale (ancient to freshly-blown)
- 091 - Luminous Fungi & Creatures, with carrying cases or lamps
- 092 - Perfect Miniature Statues (all unclothed, all hand-sized, all of identical stone...)
- 093 - Spider Webs (fresh and preserved)
- 094 - Morning Fresh Dew, collected and sold only in silver bowls
- 095 - Shadow Boxing (shadows separated and boxed while you wait)
- 096 - Crystal Stars (falling stars set inside small crystals)
- 097 - Wind-Weaver (textile items made from the woven wind)
- 098 - Emotion Potions (DO NOT get involved in the extraction process...)
- 099 - Lost Marbles (cures for insanity)
- 100 - Ropes of Many Forms (NOT natural hemp and fibre - so glass, hair, water, ice, etc.)