

Embra Wooded Places of Interest 1:

Painted Light Monument

This map covers a smaller area than many of the Embra Places maps, as it concentrates primarily on the great Monument itself, a pale stone tower almost 87 feet tall (26 metres), including its low, flat-topped, pyramidal base. It is completely surrounded by woodland, and only vague paths lead towards it through the vegetation.

Notes on the labelled map features and the Monument's interior follow. First though, some more general points.

The misty edge to the mapped area is because, like all the Embra Places maps, Painted Light Monument 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 Wooded Places map, or the Embra 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, and the Chalice mentioned by it is illustrated on the map. The text reads: "A great silver chalice stands atop the high, pale tower. All is still and quiet amidst the trees."

For greater clarity, note that the FCW file has a toggle to allow the on-map labels to be turned-off, if desired, and three more toggles that allow the interior of the Pale Tower to be shown.

Aspects of Painted Light Monument

Silent Hundred Wood is the name of the woodlands surrounding the Monument. Although not particularly dense in the Monument's vicinity, they provide heavy enough cover that it is hard to see it from any distance away, despite its great height. Hence why it can be discovered so unexpectedly, should a further explanation be required, beyond this being typical for how things can seem in Embra.

The entire Monument is made from pale marble. It rests on a very large, low, square, pyramidal **Sloping Base**, some 4 feet 8 inches high (1.4 metres). The slope is very gentle, at about 8° from the horizontal. Although that could be quite easily ascended - for all the marble is smooth - there are two sets of seven **Steps Up** cut into the northern and southern sides up to the level stone **Platform** at the base of the Pale Tower. Each step is 8 inches high (20 centimetres). The octagonal **Tower Base** rests on the Platform, with walls that are some 12 ft high (3.6 m) and a flat roof, from which the Tower itself ascends

vertically. On each of the shorter sides to the Tower Base is a pair of well-concealed double, stone, secret doors. Not indicated on the main map, their locations can be identified using the “Tower Base Interior” toggle, which also shows the lowest part of the circular, balustraded, stone steps that run right up the Tower’s interior. Other than this staircase, the inside of the Base is quite open. There are no windows or light sources within, and if not fastened in some way, the secret doors will automatically close themselves shut by non-magical means. How the doors may be opened from the outside is left for GMs to decide.

The **Pale Tower** rises from the roof of the Tower Base, and, as the “Middle” and “Top Interior” toggleable views indicate, it is quite hollow inside, with just the balustraded stairway spiralling up, along the interior of its outer wall, from the floor inside the octagonal Base to just inside the level of the Tower’s flat roof. The Tower’s roof is some 82 ft, 25 m, above the Platform, reached by 123 steps, each, like those up to the Platform from the forest floor, rising 8 in (20 cm) at a time. Each tread is about 3 ft deep by 4 ft wide (0.9 by 1.2 m). As with the Tower Base, there are no windows or light sources inside the Tower.

An external label, **Secret trapdoor to roof**, and a thin line, illustrates where the internal circular stairway exits onto the Tower’s roof, purely as a GM’s aid, as on the actual exterior of the Tower, there is no evidence for the trapdoor at all. It is only obvious from inside near the top of the stairs, from where it can be easily opened. Like the secret doors into the Tower Base, it swings smoothly up by a non-magical mechanism, and if not prevented, will close itself automatically similarly.

The Tower’s top is flat, with a slightly angled, rounded chamfer around its outer edge. In the roof’s centre is the **Great Chalice** of the featured text, a broad, shallow, bowl, fixed solidly to the Tower’s roof, and probably carved from the same marble as the Tower. This though cannot be confirmed, as it is also covered with a thick coating of solid silver. Its outer diameter is 20 ft (6 m), and its inner diameter at the bowl’s top is around 15 ft (4.6 m). It is 5 ft deep in its middle (1.5 m). Rainwater collects here. It is always fresh, and the bowl is never quite full, nor does it overflow, despite there being no means of draining the water away. The water can be imbued with whatever magical properties may be required, or none at all, by whatever means the GM finds appropriate.