

Embra Constructed Places of Interest 6: Spring Festival Hall

Situated on a large, high hill overlooking the River Clack, on top of steep red sandstone cliffs, is the huge, if not especially tall, Spring Festival Hall. A single road from the west leads up to its entrance. The roof is one of its most striking aspects even from a distance, as all its tiles are of a bright green colour, formed in the shape of fresh, spring leaves unfurling. This is in contrast to its walls, both outside and in, and its interior ceilings, which are all relief-carved with curling autumnal leaves, as described by the featured text (see below). All the tiles and wall-carved leaves look extremely realistic. While the Hall is primarily a venue for musical events, other entertainments happen here from time to time too. The musicians from Glass Harmonica Way (see Watery Place 8) are well-known and respected regular players and visitors here, and a recommendation from one or more of them will guarantee a favourable reception at the Festival Hall for fellow musicians and performers.

Notes on the labelled locations and map features follow. First though, some more general points.

The misty edge to the mapped area is because, like all the Embra Places maps, Spring Festival Hall 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 Constructed 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 enhance the mapped details. It reads: "The doorkeeper is an elderly male Faerie, dressed in black with beetle-like wings and wing-cases. A pale blue, glowing globe always accompanies him. The Hall is decorated with relief carvings of curling autumnal leaves."

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 ground floor building interiors to be viewed. Note though that this interior drawing does not show the above or below ground levels for the various towers of the Festival Hall. The main part of the Hall is just a single storey high, albeit of a height greater than most one-storey structures, particularly towards the apex of its middle part.

Aspects of Spring Festival Hall

The labelled areas inside the Hall itself include the **Grand Auditorium** (the vast open space occupying most of the Hall; it is filled with seats facing towards the Stage, some of which - above the Mobile Stage area - can be removed to allow access to that Stage when required; despite its odd shape, the internal acoustics are superb), the **Mobile Stage** (a large, rectangular performance area that can be raised or lowered into the Hall's floor when required; it is usually used only for performances where the audience is in The Garden) and the **Stage** (the main Stage, which can be set-up to face into the Hall, or out into The Plaza, as required). The Entrance and four towers are detailed separately below.

* **Clack Bank:** The modest-height hill-line along the northern side of the River Clack, opposite the Festival Hall. Composed of red sandstone under its grassy top, it forms cliffs overlooking the Clack at and near the map's west side.

* **Entrance:** The large public entryway into the Hall, where tickets are collected for performances. It is one of the tallest features of the Hall, like the higher towers, although it is quite open to the underside of its roof inside, and echoes impressively when empty.

* **The Forecourt:** As the roadway to the Hall reaches the upper parts of the Hill, it broadens out and becomes this substantial open area by the entrances to the building for both public visitors and performers.

* **The Garden:** An open, grassy, hedged enclosure on the western side of the Hall. A series of large folding doors opens into the Grand Auditorium within the Hall, allowing concerts to be held for an outdoor audience. It is only accessible from inside the Hall when on foot. Some of the moveable seating typically placed above the Mobile Stage area ordinarily, can be wheeled out into The Garden for such events.

* **Music Rooms:** The eastern tower off the Grand Auditorium, north of The Plaza, contains various music practice rooms at different levels above and below ground. As with the other three towers, the number and layout of these rooms and levels has a tendency to shift from time to time, as with many aspects in Faerie. Thus the exact details are left for GMs to decide.

* **Performers' Entrance & Dressing Rooms:** This tower is the other tallest feature of Festival Hall with the Entrance. It is on the southwestern corner of the building, and is where musicians and other performers enter the Hall, to prepare for their shows. The entryway magically prevents any non-performers from passing the outer entrance into the tower. The layout of the Dressing Rooms on the various above and below ground floors are again left for GMs to determine.

* **The Plaza:** A triangular, open, paved area on the southeastern side of the Hall. Much like The Garden, a series of folding doors opens into the Hall from here, allowing concerts or parties to be held for an outdoor audience. Seats from above the Mobile Stage can be carried out onto The Plaza when required as well.

- * **Practice Rooms:** The southern tower off the Hall by The Plaza, with various above and below ground levels with practice rooms, similar to the Music Rooms in their tower.
- * **River Clack:** The Clack often appears variable in size and nature from the different Places maps on which it features, but it is always the same river that names the vale in which Embra lies. Here it is apparently quite broad, passing between red sandstone cliffs on both sides of it, though mostly along its southern bank, below the heights of Sithchenn Hill. Several small islets and sandbanks lie towards both banks in places. The Clack usually flows east to west, right to left when viewing the map.
- * **Rose Cliffs:** The name for the high red sandstone cliffs along both banks of the River Clack near Sithchenn Hill, although chiefly known as the title of the cliffs below The Forecourt side of Spring Festival Hall.
- * **Sithchenn Hill:** The great hill on which Spring Festival Hall rests. It is named after an ancient druid.
- * **Storage Tower:** The lowest of the Hall's four towers, attached to the Grand Auditorium's northern angle, which is used for storage of stage props, chairs and other smaller items. It has several levels above and below ground, beyond the surface-level illustration.