

# The Faerie City of Embra: Embra - Summerset

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

Two 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 internal layout for all the buildings on the map (although only doorways, not windows, are illustrated in the walls). 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

- \* **Alban Forest:** Large area of woodland southeast of Clack Pool, extending off the southeast map edge from there, through which all four rivers shown here run. Many very fine coniferous trees.
- \* **Callern Hill:** A small hill southwest of Clack Pool and south of Clackmarsh.
- \* **Clack Bridge:** The solitary crossing point on the Clack here, although no trail leads to it.

\* **Clackmarsh:** Swamps by the northwestern edge of Clack Pool, and between it and Clack Pond. Notable for its strong scent of mint, as there are many mint plants all across the marshes.

\* **Clack Pond:** The smaller of two lakes in the map's centre.

\* **Clack Pool:** The larger of the two central lakes here, which also forms the confluence of the Clack, Silverburn and Wadingburn, plus a fourth, unnamed, stream along its southeastern edges. There is said to be a large, very old, talking pike fish in the Pool, big enough to overturn small boats that dare to venture here. The Villagers know better than to try.

\* **Egret Hump:** A small, steep, hill east of the Village. No one here knows what an egret is, let alone has seen one.

\* **Labraid Moor:** Extensive open lands with scattered trees and copses, extending over and off the southwestern map edge.

\* **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 narrow. It is crossed by a single wooden bridge that no trail leads to. It usually flows east to west, right to left when viewing the map.

\* **Silverburn:** One of the Clack's tributaries, here approaching the Clack Pool confluence with the map's other rivers from the east.

\* **Spararan Farm:** The longest building here, with large hedged fields and an orchard over the southern half of the Village. There are great chests stuffed full of coins hidden away in the building, difficult to find, and if the coins are taken out of Faerie, they will turn to dust and ashes. In Faerie, if proffered as payment, any Faeries will simply laugh and refuse to accept them!

\* **Wadingburn:** The Clack's other main tributary, which joins with it at Clack Pool from the south.