

## Embrea Hilly Places of Interest 5:

# Sunset Mound

Sunset Mound is the dominant feature of this map, a large, sprawling hill with various extensions, filling much of the map. Scattered woods and copses are on some of its lower slopes, and on the lower ground and smaller hills that surround it. Most of the little hills nearby are elongated along a rough northeast-southwest axis, as indeed, in a general sense, is Sunset Mound itself. Denser woodland occupies much of the lower ground in the map's southeast quarter. Two roads lead towards the hill from the northwestern map corner, joining together on the lower northwestern slopes of the Mound, before proceeding as one southeast to the Altar near the summit. Much of the higher parts of the Mound are enclosed by a dense, thorny hedge, with six substantial small woods at its corners, although this forms a shape closer to a northeast-southwest-elongated pentagon than a true hexagon. The road passes through a narrow gap in the outer hedge-line.

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

The misty edge to the mapped area is because, like all the Embrea Places maps, Sunset Mound 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 Hilly Places map, or the Embrea 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 Altar mentioned by it is illustrated on the map. The text reads: "A circular marble altar, white with dried bloodstains. Atop it is a dying swan, pierced by a sword with a golden, winged, hilt."

For greater clarity, note that the FCW file has a toggle to allow the on-map labels to be turned-off, if desired.

### Aspects of Sunset Mound

\* **The Fence:** Two labels help identify the high, dense, thorny hedge surrounding the entire hilltop, with six equally dense and heavily overgrown copses at each corner angle. The fence is impassable to foot traffic except where the trail enters it through the fence-gap on the northwestern side. As the Mound increases in height towards its summit beyond The Fence, parts of the hill can be seen still over it until quite close to the hedge-line, including the Altar when approaching from the northwest (only).

\* **Marble Altar:** The large bloodstained white Marble Altar mentioned in the featured text, on the northwestern side of the Mound's summit. The pathway from the northwest curves slightly just below the Altar, to make its final approach almost directly from the north. The Altar is around four feet tall (1.2 metres), roughly 20 ft in diameter (6 m) and flat-topped, though it has some simple linear and vertical pillar carved ornamentation around its curving sides.

\* **Sunset Mound:** The great central hill on this map, shaped loosely like a fish with a small tail when seen from above. Mostly grass-covered, with some scattered trees on its lower slopes, aside from The Fence around its upper levels.

\* **Wanderers Wood:** The extensive woodlands across the southeastern corner of the map, southeast of Sunset Mound, continuing off the map's edges here. A species of small bird found solely in this Wood, is known as the Redspot. It has the form and size of a sparrow, but has dark red plumage and a very tuneful, loud, song.