

The Faerie City of Embra: Embra - Winterise

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 - Winterise is the version of the Village ordinarily encountered when approaching from, or going out from the City to, the southeast 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

* **Clack Bridge:** The sole river crossing point here, oddly with no roads or trails leading to it, and a mysteriously long way from the Village and the road that runs through it. Much closer to the ruins on Gargam Hill, though again no trail or road runs near those either.

* **Finn Plantation:** A modest woodland a little southwest of the Village. There is said to be a seer who lives somewhere in here, though others claim instead that the person is a hunter, or a warrior. A few say all three.

* **Gargam Hill:** A small hill close to the south bank of the River Clack, which has four ruined buildings on its summit. Gargam is said to have been a lame giant; the name means “curved thigh”.

* **Keeva Farm:** The largest Village building, surrounded by fields and an orchard. The owner Keeva has exceptionally pale, white skin, white hair and white eyes.

* **Kelliwic Woods:** Extensive, if rather scattered, woods running along both banks of the Clack well north of the village. The name means “Woodland Woods”.

* **Ludalef Common:** The open grass and moorland between the northwestern Village fields and Kelliwic Woods along the Clack. “Ludalef” is supposedly a nonsense word.

* **Mucrama Woods:** Another modest woodland west of the Village, near the map’s edge. No one seems to know what “Mucrama” means.

* **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 very narrow. It is crossed by a single, small bridge. It usually flows east to west, right to left when viewing the map.