

# The Faerie City of Embra: Embra - Evenside

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

\* **Aichlech Forest:** Extensive woodlands stretching off-map to the northeast, along the eastern part of Tir Ridge.

\* **Angus Hill:** A very large hill occupying most of the southeastern quadrant of the map, on which are most of the Village’s scattered, small buildings.

\* **Birch Hills:** A long ridge northwest of the village, on the map’s edge there, running more or less parallel to Tir Ridge to its southeast.

\* **Caer Sidi:** What seems to be a small, low, square, hilltop castle on Angus Hill, with four low, round, corner towers, is actually simply an enclosed open space with an open gateway on its northwestern side, as the walls and towers are solid masonry. The name means "Revolving Castle".

\* **Clack Valley Crossings:** The valley between Angus Hill and Tir Ridge, which contains a string of small lakes, pools and marshes in its bottom - there is no River Clack here as such. There are though two wooden bridges passing over a couple of the narrower swampy areas.

\* **Draocht Woods:** The woodland near and continuing off the map's southern side. Mistletoe is to be found commonly among the taller treetops here, along with many other kinds of medicinal plants, and there are frequent signs of Druidic activity - such as signs on rocks and tree trunks that only fellow Druids can read. Those who follow the Druidic arts will feel very comfortable here, and their magical talents will be enhanced. Additionally, Druids can choose what type of Place they will go to within Embra City proper from here, and move directly there. Those not so Druidic will have difficulties following, however.

\* **Goldspire:** The largest of the Village buildings, set on its own in the valley northwest of the other buildings here, between the Birch Hills and the west end of Tir Ridge. It is circular and domed, and has four external supporting pillars.

\* **Sheog Orchard:** A huge fruit-tree orchard that extends across and off the map's southeastern side, on the southern slopes of Angus Hill. The fruits are deliciously superb specimens, and are strongly Faerie-magical. Anyone eating some will immediately gain a very visible, unusual Faerie aspect to their appearance - such as oddly-coloured eyes or hair, exceptionally long ears, fingers or nose, or grow a tail if they hadn't one previously, for instance. The effects wear off after a few hours, or as soon as the affected person leaves Faerie. While the trait persists, interactions with true Faeries become a little easier than normal, whether the person had Faerie blood before-hand or not.

\* **Tir Ridge:** A second huge ridge, trending southwest-northeast, over the map's northern third, southeast of the Birch Hills.

\* **Taliess Vale:** The more northerly part of the inter-ridge valley between Birch Hills and Tir Ridge, northeast of Goldspire. There are several swampy areas and pools along its base by the road. Snatches of songs, poetry and heroic tales can be heard along here from time to time, although no one is ever seen or detected performing them.