

# The Faerie City of Embra: Embra - Noonday

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

\* **Buchalla Woods:** Open, scattered woodland on the extreme western map edge. Said to be haunted by ghosts.

\* **Buid Forest:** Extensive woodlands stretching off the map’s east side, surrounding the confluences of the Clack, Wadingburn and Silverburn. Many bright yellow flowers on bushes and low plants in its glades.

\* **Clack Ford:** A broad ford across the narrow River Clack on the northern edge of the Village.

\* **Gwyn Farm:** The larger building towards the southern end of the Village, with a small pasture and a crop field to its southwest. The family here are all especially beautiful, and radiate a gently calming aura.

\* **Keingalet Mound:** A small hill west of the village, much of which is heavily wooded. Very fine wild horses are often found wandering the hill and its woods.

\* **Parzifal's Way:** The road from the south into the Village bears this name, and although the road continues north, beyond the Clack, it is not so-named there. Parzifal is said to have been a great hero who sought a powerfully magical, or holy, drinking vessel.

\* **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, sometimes almost ditch-like. It is crossed by a single, broad ford. It usually flows east to west, right to left when viewing the map.

\* **Salmon Leap:** The largest building in the Village, surrounded by an expanse of heavily-hedged open parkland.

\* **Silverburn:** The tributary stream which joins the Clack close to the map's east edge, flowing from the north.

\* **Wadingburn:** Another tributary, joining the Clack from the east a little downstream of the Silverburn, again close to the map's east edge.