

Embra Constructed Places of Interest 5: Stubble Chin Theatre

Embra's great Theatre is long-established here, so long that a small village and an inn has grown up nearby to accommodate both performers and audience members. The Theatre itself is high on the southwestern flank of Sorceress' Hill, taking advantage of a natural flattened hollow in the slope on which the large, round, open-air performance arena has been built. A road runs through the village along the Hill's western side, from southwest, not far from the north bank of the River Clack, to northeast on the map. The Hill, and Verdant Wood at its southern foot, derive their names from Embra's ruler, the Verdant Sorceress (see Constructed Place 1, Crepuscular Palace, for more on the Sorceress).

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

The misty edge to the mapped area is because, like all the Embra Places maps, the Stubble Chin Theatre 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 Constructed Places map, or the Embra 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, while intended to enhance the mapped details, could be used or ignored as the GM might wish. It reads: "The exterior is lavishly decorated with painted carvings of a pale, female Faerie with long hair, and a large, sleek, black fish swirling about one another, often with water weeds alongside."

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

Aspects of Stubble Chin Theatre

* **Actors' Park:** The main part of the village here, this is a jumble of squarish, low buildings where the actors and other Theatre folk stay when not rehearsing or performing. One or two properties may be available for rent should others wish to stay for a time, although they would need to demonstrate some acting or performing skills, and would be expected to participate in events at the Theatre, if so.

* **Green Flats:** The open moorland and light woods north of the village and Sorceress' Hill. The name appears to be theatrical, as "flats" can refer to painted scenic backdrops, although it may be simply a reference to it being mostly level ground instead.

- * **Hill Mound:** A modestly-sized, lightly wooded hill in the map's northwestern corner.

- * **Props Store:** The Hill building attached to the Theatre to its north. The square building directly adjoining the Theatre is the entrance hall for everyone, whether performers or the audience. The "L"-shaped property north of this, which directly connects with it, is where the properties (= props; items used in the performances), scenery and costumes are stored, along with dressing rooms for the actors and performers. Scenery and props are also made here.

- * **River Clack:** The Clack often appears variable in size and nature from the different Places maps on which it features, but it is always the same river that names the vale in which Embra lies. Here it is apparently very narrow, running through the southern edge of Verdant Wood towards the southern border of the map. It is mostly screened from the village and the Theatre by woodland and lighter vegetation. The Clack usually flows east to west, right to left when viewing the map.

- * **Sorceress' Hill:** The large hill occupying much of the central-eastern part of the map, on whose southwestern slopes the Theatre stands.

- * **Stubble Chin Theatre:** A large, open-air, circular Theatre with rings of seating for the audience, accessed via the pathway between the Ticket Booths and then the entrance building part of the Props Store by both audience and performers. It can be roofed with a huge, collapsible pair of "clamshell" covers, and there are mechanisms for setting up lighting with or without such a cover in place, along with other mechanisms for letting non-flying performers appear to "fly" on suspended wires, when required. These are stored beneath the higher, outer, ranks of seating, when not in use.

- * **Theatre Farm:** Two widely-separated fields and an orchard scattered among the village buildings on their western sides. The two square buildings by the southernmost field are part of the Farm as well.

- * **The Thespian Inn:** The larger "L"-shaped building at the western foot of Sorceress' Hill, opposite the Ticket Booths. It has been separated into individual properties inside, though it still provides decent food and drink, and some rooms for non-performing visitors.

- * **Ticket Booths:** A pair of identical, small square buildings, selling tickets for performances at the Theatre. Tickets may be booked in advance, or paid-for at the time, providing space remains in the Theatre.

- * **Verdant Wood:** A small, dense wood by the Clack, at the southern foot of Sorceress' Hill.