

# **Embra Crossing Places of Interest 1:**

## **Fountain Bridge**

The map for the first of Embra's Crossing Places of Interest centres on a large island in the middle of the River Clack, and the two special and unusual bridges that link to the island and both banks of the Clack. There is a small village scattered over the island, which is known as Fountain Bridge too. A roadway leads from both north and south to the Clack bank ends of the bridges.

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

The misty edge to the mapped area is because, like all the Embra Places maps, Fountain Bridge 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 Crossing 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.

Although the featured text also beside the map could be ignored should the GM wish, it is intended it should add to the experience of travellers using the bridges here.

For greater clarity, note that the FCW file has a toggle to allow the on-map labels to be turned-off, if desired, while a second toggle allows the interiors of the mapped buildings to be shown.

### **Aspects of Fountain Bridge**

The most important aspects of this map are the two bridges spanning between the Clack banks and Fountain Bridge Isle in midstream. These are not ordinary bridges, and when not in operation, there is no means of crossing by them to and from the Isle, and no visible structure of any kind where the two bridges are shown on the map. When activated though, huge amounts of water shoot in a forceful, low-arc pulse from whichever of the four squat, square, stone structures, the abutments, is on the side of the Clack channel from where the crossing is to be made. The paths these water pulses take are shown by the labelled, translucent strips stretching between the two pairs of abutments on the map. The actual water pulses are quite short, and never form a complete link between the two structures, simply flying over the intervening Clack channel through the air, in a low, graceful arc from one side to the other, carrying their passengers within them. The direction of the pulse is determined by which abutment the travellers are on when setting-out to cross. Each water-arc can carry up to the equivalent of six medium-sized humanoids at a time between one abutment and its twin. Tolls are collected for each person passing over before the flight from the small, square, wooden toll booths near the

stone abutments. These tolls are the usual sort of Faerie-preferred non-monetary items, thus odd by “normal” standards elsewhere. The flight is safe and dry, and the passengers alight as if just stepping off a bridge. However, anyone who panics during the flight will get wet, and may even fall. There are always laughing water faeries in the Clack ready to help those who do so. Non-magical animals cannot use the Fountain Bridge, as they will panic, and will likely kill or injure themselves in their fall. Animals with a strong magical bond to a humanoid using the Bridge, such as a familiar, and most Faerie creatures, should be fine. The abutments are solid structures. Even where the water pulses appear from on the top seems to be solid stone until the pulse launches. Each abutment has a large grey stone “doorstep” on its landward side, which is a mobile platform that raises and lowers each group of travellers to and from the abutment top. The whole process operates by magic, and as the featured text notes, there are things to be experienced during the flight (which lasts only a few seconds): “Roses bloom on the banks. Ethereal flying sprites and ki-rin, visible only to those flying in the Fountain Bridge arcs, pass always in the same direction as travellers. Scents of spring accompany the flight.” GMs might wish to provide other momentary visions during the flight as well, pertaining to the ongoing campaign narrative, perhaps.

\* **Back Woods:** The smaller of two woods on the southern bank of the Clack here, east of the road from the south leading to Wide Bridge.

\* **Bliss Hill:** One of two hills on the Clack’s northern bank, with Fore Woods at its foot, and scattered trees over it.

\* **Eerie House:** A small, red-roofed, single-storey building at the end of a dirt road, hidden away in the northern part of Eerie Wood.

\* **Eerie Wood:** An apparently perfectly normal area of typical Faerie woodland, the largest such area on this map, on the Clack’s southern bank, south of the western end of Fountain Bridge Isle.

\* **Forecastle:** The single-storey round house at the downstream end of Fountain Bridge Isle (assuming the Clack is flowing normally from east to west, right to left as the map is viewed).

\* **Fore Woods:** The largest area of woodland shown on the Clack’s north bank here, arcing around the foot of Bliss Hill.

\* **Fountain Bridge Isle:** A large, mid-channel island in the Clack, set with a scattered village of red-roofed single-storey buildings, known as Fountain Bridge. The properties are connected by hard-packed dirt roads and laid flagstone footpaths. Most of these structures can be whatever mix of shops and houses the GM requires.

\* **Fountain Tavern:** Part of the most substantial building on the Isle is given over to a tavern. Although it seems to be an L-shaped structure from its roofline on the map, as the interior plan shows, it is really a pair of unconnected rectangular buildings. The tavern is in the southern rectangle of the property only. There are no guest rooms available here, and like all the Isle’s village properties, it has just a single storey.

- \* **Narrow Bridge:** The northern Fountain Bridge, named as it crosses the narrower channel of the Clack as it runs past Fountain Bridge Isle.
- \* **Poop:** A seemingly identical round house at the upstream end of the Isle to the Forecastle at its western end. One of the broader dirt roads leads to it though, unlike the narrow stone pathway that reaches Forecastle.
- \* **Rake Top:** Part of the hill in the northwestern map corner on the north bank of the Clack. It has some scattered trees over it, and it extends off this corner of the map too.
- \* **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 broad, and has the two Fountain Bridge crossing points to and from Fountain Bridge Isle in its midstream. As mentioned earlier, the Clack usually flows east to west, right to left when viewing the map.
- \* **Wide Bridge:** The Fountain Bridge that spans across the wider, southern, Clack channel here. It is otherwise identical to the Narrow Bridge.