

Embra Crossing Places of Interest 2: Dragon Bridge

A literal gigantic Dragon as a Bridge across the River Clack forms the focal point of this map. The scattered properties of a small village run across its back, and onto both banks of the river. Two roads lead away from the Bridge off the map's southern edge, with three more heading away from it on the northern bank, one off the map's north edge, the other two off its eastern side. Three more roads lead away northeast into the hills of Kelliwick Ridge north of the Bridge, along the map's northern edge, where each passes underground into a subterranean Pixie Road.

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, Dragon 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.

The featured text also beside the map is an integral part of this map's content, so cannot easily be wholly ignored by GMs, although it might be amended to better suit the requirements of the ongoing campaign, of course.

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 interiors of the mapped buildings to be shown, while a third shows the upper floor plan for the Honeydew Inn, the sole multi-storey property on this map.

Aspects of Dragon Bridge

* **Dragon Bridge:** As noted above, a huge, sleeping Dragon forms the Bridge here. It rarely stirs at all beyond slow, shallow, rhythmic breathing. It stands with its feet resting on gravel and mud islands in the river, its legs like great pillars, and the "roadway" of its spined back - which is suitable for foot traffic only - rises up its tail and neck to gently arch across the river. Its head, neck and tail lie comfortably - for a dragon - on the banks. Wooden buildings run along its back, and by its head and tail on the river shores, which contain houses and shops. The featured text gives further detail on what is happening here regarding the Dragon's situation: "The Bridge is a great, pale green and purple, sleeping dragon. On a rocky mound on each bank, a young male Faerie sits upon a golden disc, engraved with spiral patterns. An owl sits on a branch by both, a boulder at each

tree's roots, purple on one bank, green on the other. Faces with blank eyes swim over the trees' bark and the boulders at times. The man carefully juggles a tiny, glowing, yellow Will O'Wisp from hand to hand. If either man stops, the dragon will wake." It is not clear whether the two juggling Faeries are genuinely real, or simply parts of a massively powerful spell that keeps the Dragon in this state. Their motions have the rhythm of clockwork precision about them, though that might be purely skill. The relative permanence of the structures along the Dragon's back indicate it has been in this place for a very long time. Although the buildings are not fastened to it in any way, the scales have grown up around the bases of the structures, and the two ramps leading onto the Bridge, so they are quite firmly fixed in place now.

* **Flint Isle:** A small island in the Clack, downstream from the Bridge and near the southern shore. It has some trees and bushes growing on it, and it has a vaguely stone-axe-head shape when seen from above, which may be where its name originated.

* **Head Mound:** The rocky Mound on the southern bank of the Clack, southeast of the Dragon's head, with its nearby tree and purple boulder, owl and juggling Faerie, as described by the map's featured text.

* **Head Ramp:** A broad wooden ramp leading up to the Dragon's back on the Clack's southern shore, providing access to the Bridge.

* **Honeydew Inn:** The largest property on the map, a substantial, two-storey inn for travellers and locals alike. The chance to pass over a river on the back of a dragon seems to attract quite a number of visitors.

* **Kelliwick Ridge:** A line of hills along the north bank of the Clack here, extending off the map's northern edge. They are lightly wooded, and have a road running near the base. Three spur-roads off this trail run up to tunnel mouths in the south-facing hill slopes, each leading to an underground Pixie Road. The name is said to be that of an ancient tribal kingdom.

* **Pixie Road:** Three of these subterranean roadways are shown on the map. They are each partly hand-cut, partly natural caves, with glittering crystals in the walls in any light, although they are naturally dark otherwise. The roads lead windingly through the hills of Kelliwick Ridge, and pass on to other parts of Embra, or wherever else a GM may decide, as they exit this map. Even the tunnel entrances on the hillsides where the surface roads pass into the hills could be the threshold to move travellers on elsewhere, if preferred.

* **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 of course has the great Dragon Bridge across it. The Clack usually flows east to west, right to left when viewing the map.

* **Skeolan Woods:** Skeolan was a famous Faerie hunting-hound. His name has been given to these extensive, mostly light, often scattered, woodlands and wooded hills on the Clack's southern side here.

* **Soft Isle:** A low island near the north bank of the Clack, with some stunted bushy vegetation growing on it. Two other small islands are in the Clack nearby, along with the four islands the Dragon's feet rest upon. None of these has a specific name hereabouts, however.

* **Tail Mound:** The north bank twin to the Head Mound on the south side of the Clack (albeit having a somewhat different form), as noted in the map's featured text, complete with its nearby tree, green boulder, owl and juggling Faerie.

* **Tail Ramp:** The broad wooden ramp leading up to the Dragon's back on the north side of the Clack, much like the Head Ramp does by the south shore.