

Embra Watery Places of Interest 6-10: Five Streets

This map condenses the final five Watery Places of Interest, five streets, in one illustration. The streets in order are: Potter Row, Wadingburn Road, Glass Harmonica Way, Rainbow Lane and Bathtub Alley, and each is discussed in more detail below. While each street is intended to be entered along its own road, this need not be a strict rule should GMs require greater flexibility, as only Wadingburn Road and Glass Harmonica Way (both somewhat loosely) have any particularly distinct boundaries, other than the name applying only to the mapped stretch of street, the properties and elements along and near it.

The misty edges to each mapped street area are because, like all the Embra Places maps, none of these five Streets links directly to any other specific location in the city. Instead when leaving any of the mapped zones (or sometimes only when crossing some form of threshold or border within one - GM's choice), the party can return either to the Watery 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.

Similarly, the featured texts also beside the map can be used to add extra flavour, or ignored, just as the GM wishes, albeit some do have physical elements represented on their particular maps. Each text is repeated with its respective street description below.

For greater clarity, note that the FCW file has a toggle to allow the on-map place-name labels to be turned-off, if desired (the street names remain even when this option is used).

6. Potter Row

As the name might suggest, there are a great many folk here skilled in making, working and creating with a variety of ceramics, to the point where several of the houses here are entirely made of stone-strong pottery by master craftsmen, including **Gilded Urn House** (a tall, round building made in the form of a gigantic gilded and painted pot, which is an impressively comfortable house within), **Clay Manse** (a pottery building made in the shape of a traditional house typical of Embra) and **Pot Hall** (a huge cylindrical pot built inside as a house, though in a simpler style than Gilded Urn House). **Great Kiln Green** at the north end of the Row has two large domed-roof buildings, each of which contains a series of pottery kilns for firing large amounts of ceramics at a time. Both kiln buildings stand on a grassy area with trees around their backs. A broad packed-earth road runs between them, on which is set a long wooden storage shed for materials, including fuel for the kilns. Nearly all the Row's potters make use of the kilns and shed at one time or another. Beyond the houses along the Row are a total of 14 orange-coloured shallow depressions from where the clay used in pottery making here is dug regularly, although marked by

just two *Clay Pits* labels as reminders, one on either side of the street. Once these become worked-out, the depressions are left with a clay lining to fill with fresh rainwater, again for use in all the potting that goes on here. Eleven such small ponds of similarly shallow, rounded form to the clay pits can be found towards the misty edges of the Row's depiction. The area's clay is famous across Embra for its quality. Towards the southern end of the Row are two more labelled properties, **Wheel House** (with a circular path through the garden in front of it; the expert potter's-wheel maker lives here) and **Slip Inn** (a convenient "L"-shaped tavern by the end of the Row). The Row itself is constructed from hard-packed earth, and is around 11 feet wide (3.3 metres). Its featured text reads: "Stoats and bees are often seen. The scent of honey from many flowers hangs in the air."

7. Wadingburn Road

This Road is notable for the large properties and neatly-fenced or hedged gardens set along it. The Road too is of particularly fine stone construction, and is some 7 ft wide (2.1 m). A small burn, the Sand Leet, runs along the eastern side of the Road (its flow direction at GM's whim), separating the properties here from it. Short wooden bridges at the entrance to each of these houses cross the Leet, providing access. This side of the street too is shaded by the many shrub-shrouded willows from the featured text: "Willow trees wreathed in white-blossoming shrubs with red leaves." The named properties include **Agon House** (which has the most extensive grounds of any, including a small orchard; the house itself is in two separate parts), **Roundwing** (with a summer house in its grounds), **Joyous Pass** (the longest, most complex single building, albeit set in somewhat cramped grounds for its size), **Shrouded Hall** (with an ever-flowering cherry blossom tree in its grounds, an open front courtyard and two paths leading to separate parts of the house) and **Baldrige** (with an unusual lemon-yellow leaved and scented tree in its small grounds), along the Leet side of the Road. On the opposite side of the street are **Oilside** (with its small grounds and compact two-level house), **Daysun** (with its patio, small fountain and three orange-leaved bushes in its rear grounds), **Bondwall** (with its fruit bushes), **Brass Court** (which also has fruit bushes, and a second smaller property behind the main house itself, which latter has a short pathway access onto the side-street that runs southwest off Wadingburn Road adjacent to the south edge of Brass Court's grounds) and **Melmath** (a compact house in small grounds at the south end of the Road).

8. Glass Harmonica Way

Glass Harmonica Way is a 6 ft wide (1.8 m), hard-packed earth roadway, although the density of the tree cover where it passes makes this difficult to tell on the map (turning off the place-name labels may help). As the featured text notes, "Steps up and an old wooden gate guarded by a black dog lead in. Thorny bushes and old stone walls flank the road." The Way is an unusual place to visit, as it is a little like a modern gated estate, being a walled area whose central street has steps up and wooden gates at either end. The steps are set just before the Way passes the line of Glass Wall. Each gate has its own magical faerie black dog guardian. The street itself is lined with many overhanging trees, and low, drystone, red sandstone walls in places (around 3 ft, 1 m, tall), which all help channel the sound of running water from Moat Stream across the whole area within the 5 ft tall (1.5 m) surrounding outer red sandstone **Glass Wall**. Glass Wall is old and worn, and in a few places, particularly on its southern extent, the drystone structure has collapsed into partly-grassed-over rubble. **Moat Stream** runs north of most of the roadway, forming the

boundary between the grounds of the properties there. Its flow direction is not strongly fixed, and may change between visits, or even during the same visit sometimes. The sounds of running water are often added-to by the music from glass harmonicas being played by the water faeries at Moat House. **Moat House** is set in a deep, moat-like pool in the middle stretch of Moat Stream, near the centre of the Way. The House itself is low to the water, supported by piers driven into the bed of the pool, and has no floors inside, just the water of the pool and stream. A low-railed, broad, wooden bridge-jetty links it to the Way for those less used to swimming. It is the home of the water faeries, the expert glass harmonica players. Many musicians and bards live elsewhere along the Way, together with musical instrument makers and composers, and there is always music of some kind in the air, beyond the water and glass harmonicas. All the other properties here are named too. On the Moat Stream side of the Way are **The Baton** (where may be found conductors and the leading composers of the area), **Harp's Rest** (harpers), **Harp Chase** (more harpers, and also harp-makers; a railed wooden bridge crosses Moat Stream along the path to the Chase north off the Way; the large courtyard here is often used for concerts by folk from all over the Way), Moat House (as already described), **Hillpipes** (pipers who play gentle-sounding, small kinds of bagpipe and simple blown pipes) and **Shawm Grange** (named after the double-reed wind instrument; more pipers, with pipe-makers). On the other side of the Way are **Viol Park** (viol makers and players), **Dulcimer Manor** (both makers and players; the red-leaved trees in the grounds are grown for their wood, which is used in making the best dulcimers; a small performance courtyard is used for concerts at times), **Lute House** (lutanists and makers, with an open performance area in the rear grounds, again used by musicians from around the Way), **Flute Hall** (makers and players of many kinds of flute, and other complex blown-pipe types of instrument), **Glass Square** (an adjunct to Moat House opposite, a magical glass foundry where the specially-shaped glass for the harmonicas is made), **Mandolin Hall** (players primarily, with two very skilled makers; the colourful trees in the grounds attract many tuneful birds; an ancient group of three standing stones in trilithon form stands behind the building), **Tambour & Gong** (drums and gongs are made and played here; the large grounds are intended to mean others are less affected by the practicing of these instruments; this doesn't really help though, which is why so many other properties are heavily-screened by trees!), **Lyre House** (lyre makers and players) and **The Soundbox** (where magical and mechanical musical boxes of all kinds are made, along with devices to record and replay the music made elsewhere along the Way). The roadway crosses Moat Stream between Lyre House and The Soundbox (and Hillpipes and Shawm Grange on the opposite side of the road) on a broad, railed, wooden bridge.

9. Rainbow Lane

The air is always moist and misty here, and any light source will produce rainbows from large to tiny. The roadway is paved with stone, and is about 8 ft wide (2.4 m), although this is not easy to tell, as it is always covered by a shimmering, rainbow glow, which also passes through and above the centre of the tree-filled park in the middle of the paved roadway at **Spectral Plaza**, the large square about one-third of the way down from the Lane's north end. Folk walking along the road often take on similar rainbow hues while they are here. There are large bows visible at both ends of the Lane, marking its true extent, and a huge bow is visible over and from Spectral Plaza. There are many small shops and houses along both sides, although only three, all on the eastern side of the

street, are named on the map, **Golden Crock House** (near the end of the rainbow at the north end of the Lane), **Crock House** (similarly located regarding the rainbow at the south end of the Lane) and **The Emerald** (an “L”-shaped building housing the primary tavern along the Lane). The featured text for here reads: “Pale Fae with white hair wear white and gold crescent moon and star jewellery, and purple spiral skin tattoos. Watch for chameleons in the greenery.”

10. Bathtub Alley

A 7 ft wide (2.1 m) stone-paved roadway, along which are set numerous small shops and houses. Two narrower stone-paved ways, lined by wood-built properties, lead off to the south from the eastern half of the Alley. Towards the western end is a stone-paved ring, surrounding a large, open pool, **The Tub**, where swimmers, bathers and water faeries regularly congregate. **Bather’s Rest** is a handy tavern south of The Tub, while **Bath House** to its north has bathing supplies, such as gowns and towels. The featured text relates to a common sight at The Tub: “Fish-tailed water Fae carrying golden vessels of fresh water.”