

## **Embra Watery Places of Interest 5: Wave Crest Market**

As the name might suggest, and as the crescent face-in-the-moon symbol beside the map indicates, Wave Crest Market is part of the great Twilight Market at Embra. No matter what time of day it may have been elsewhere in Embra, at the Twilight Market, it is always a time of day with either twilight, or a low Sun. If the Sun is up, it will be within two hours of sunrise or sunset. If not, for most of the year, it will be within 1½ hours of sunrise or sunset, so there will be at least a degree of lightening in the sky in the general direction of the sub-horizon Sun, with a few of the brighter stars and planets, or more, visible. Increasingly fainter stars will be seen the further the Sun is before sunrise or after sunset. For a period of 40 days before and after the Summer Solstice, however, the twilight lasts all night at Embra. The time between sunset and sunrise for much of this interval is around 7 hours. If greater precision than these guidelines is preferred, use the actual sunset, sunrise and nautical twilight times for any real-world site at Embra's approximate latitude, 54° North.

Further to this, it is possible to access the Twilight Market under special circumstances (as the GM may decide) from any other long-established market or travelling fair anywhere else on Nibirum, when required. It may not be possible to leave the Twilight Market and return to such places so easily afterwards, however! It is though always easier to move between the various parts of the Twilight Market than to go to any other place in Embra, once the Market has been found.

Wave Crest Market is chiefly set on the River Clack, on a mixture of fixed wood-planked piers, lower free-floating wooden platforms, and small ships. Its outer edge is roughly set by the wooden decking of the outer dock piers called "The Ripple", which extend right around its landward edge, and out on the River as far as the docked ships and lower flat platforms called "Lily Pads". The properties shown on land on the Clack's north bank are also classed as part of the Market. There is a scatter of buildings across Wave Crest Market's piers and platforms as well, although most of the illustrated round, square or rectangular objects are either enclosed tents, or the awnings above market stalls (some of them set on or in enclosed wagons - this aspect is not indicated on the map, so is left to GMs to decide). The many floating platforms shift and change irregularly, much like many of the smaller stalls, and may not be in the same place twice, or so it may seem to visitors. The platforms are linked by open, flat, wooden gangways between one another on the same level, while those linking places at a higher level, such as the piers or ships, have railed wooden gangways with cleated floors, as do those linking moored ships to The Ripple, since the ships' decks are usually some way below the level of The Ripple's walkways. Water faeries and creatures may set-up additional stalls to those shown around the outer edges of the floating platforms, so they can run them from the water, and as few of the floating platforms are firmly moored, they may drift off from time to time as well, including underneath the piers, where the supports are sufficiently far apart to allow this. It is possible to find small boats to move between different segments too, aside from swimming or other means of transport, such as flying. In addition, there is a semi-aerial railed walkway, Gull Walk, that runs above the open water over the western half of the Market.

Further notes on the Market's 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, Wave Crest Market does not link directly to any other specific location in the city. Instead when leaving the mapped zone (or sometimes only when passing the Market's boundary, or crossing some form of threshold within it - 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. In that case, there should always be an option to move to another part of the Twilight Market (or even return to this one) along with the more usual range of possibilities.

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.

While the featured text also beside the map could be ignored, should the GM wish, it does relate directly to the small islet in the middle of the Market, Rose Dome Isle.

For greater clarity, note that the FCW file has a toggle to allow the on-map labels to be turned-off, if desired. Three further toggles allow the interiors of the various buildings scattered across the map to be shown, one for the lowest floor, another for those few places with an upper storey, and the third to show the topmost level of the belfry at Frog Watcher's Hall.

## **Aspects of Wave Crest Market**

\* **Art Stable:** A modest-sized sailboat with stalls on its deck. It seems to be located impossibly in the southern part of Clockhouse Square, as there is no open water access through the apparently fixed wooden piers here.

\* **The Boat Shed:** A large, low, wooden building at the open River end of the eastern arm of The Ripple. It contains a tavern.

\* **Cedar Wolf:** A small, pale blue, sailing ship, with blue stalls on its deck, moored by the outer eastern side of The Ripple, near Eyed Hall. Sister craft to the *Roland Soon* on the southern side of The Ripple.

\* **Clockhouse Square:** A large rectangular "square" formed from pier-supported jetties on the water, not far off the Clack bank, and just west of the north-central line of the Market. It has the lowest concentration of stalls of any part of the Market, each one set beneath a brightly-coloured tent, circular awning or painted wooden roof. In the centre of the Square, and unlabelled, is the Clockhouse itself, a very large, wooden, vaguely church-like structure set above the water on great wooden piers, with a gold-topped tower at its southern end. This tower has four clock faces, each facing in a cardinal direction. Quite what the times shown by these clocks mean is never clear, as the numerals can change from minute to minute, along with the shape - and number - of hands on each dial. The

clocks are run by a mechanism in the upper storey of the tower. The bulk of the Clockhouse building hosts a series of smaller stalls. At three of the Square's corners are small, square, wooden buildings, each holding a number of little market stalls too. One of these buildings is actually set on piers on the southwestern end of Rose Dome Isle. The fourth corner of the Square, to the northeast, has Corner House set upon it.

\* **Corner House:** An "L"-shaped wooden building set on jetties at the northeast corner of Clockhouse Square, serving food and drink, and providing a place to rest in comfort.

\* **Crest Warehouses:** Five large wooden buildings for storage of items by market traders on Wave Market Lane and the road north from the western end of the Market. Two of the main access ramps onto the landward side of The Ripple are close-by.

\* **Crystal Skull:** The largest of the sailing vessels docked by the outer southwestern edge of The Ripple, with stalls scattered across its decks.

\* **Cypress Home:** One of the larger floating platforms towards the inner western edge of the Market hosts this tavern, where food, drink and rest can be had. It is named from the single-storey wooden building constructed on the platform. This platform is one of those few which are relatively firmly tethered in-place here. It can be reached most directly using Gull Walk.

\* **Eyed Hall:** Another low, wooden tavern building, partly built on the northeastern inner side of The Ripple, partly supported by piers in the water. Nearby is the *Cedar Wolf* sailing ship.

\* **Frog Watcher's Hall:** A large, church-like building on land just north of Wave Market Lane, by the northeastern edge of the Market. It has a high bell-tower at its northern end, making it the tallest structure at Wave Crest Market. It hosts numerous small stalls for the Market on two floors inside. The chiming of its bell signals the start and end of trading at the Hall (only), even though that chiming - rung in the manner of a ship's bell - seems to have little relation to clock or sundial time.

\* **Grand Jetty:** Also known punningly as "Dancer's Leap" (*Grand Jete*), this is a mostly broad series of wooden jetties over the Clack from the bank out to Water Tower over the top of the eastern half of Rose Dome Isle, around the middle of the Market. Many stalls are scattered along it, including four large, landmark, circular tents, awnings or wooden roofs, that are brightly coloured with stripes.

\* **Gull Walk:** Three stretches of swaying, rope bridges supported by two jetties, the two larger floating platforms which are relatively anchored in the western half of the Market, and small fixed platforms in between. The walkways are more or less level with the water most of the time, and using Gull Walk for non-Faerie-folk never feels safe, as they are extremely open structures. The jetties and midway platforms have posts that pull the walkways higher above the surface, so it is not a level walkway either, and the handrails along it must be used sometimes to pull oneself up, or stop from sliding down, certain segments. The Walk runs from the Clack bank by the Crest Warehouses south to Cypress Home, then southeast to Smoke House, and finally east on to Grand Jetty south of Rose

Dome Isle, past *The White Ship*, providing direct access to these two larger, tethered platforms.

\* **Lily Flower:** A large octagonal floating platform tethered at the end of the western arm of The Ripple, not far from The Boat Shed and the *Void Diver* ship. There is a huge blue, gold-striped, tent on it, and several smaller tents besides. Theatrical performances and amusements happen in the great tent regularly.

\* **Lily Pad:** There are four of these angularly-shaped floating platforms on the midstream side of The Ripple, forming the outermost parts of the Market on the Clack, along with the moored ships. Each has a different variety of stalls and tents on, and is tethered like a boat to the outer side of The Ripple. The Lily Pads are the most likely places to find a small ferry boat quickly.

\* **The Ripple:** The outer, if incomplete, fixed ring of pier-supported wooden docks, surrounding the Market here. All the way around, its stalls have the distinctive colours of pale blue-white on the outer side, and a darker pale blue innermost.

\* **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 huge, far broader than in any other of the Embra maps; indeed it is so broad the far bank cannot be seen because of mists even from the outermost parts of The Ripple, the ships and Lily Pads moored there. Someone with a boat will always offer to ferry anyone needing to reach the far bank urgently though (and a fresh check to see which part of Embra they will be arriving in, naturally - even if that means the Clack vanishes into the mists and become solid land when the mists clear again sometimes!). The Clack usually flows east to west, right to left when viewing the map.

\* **Roland Soon:** A modestly-sized sailing vessel moored off the southernmost part of The Ripple. It is painted blue-grey, and has a few blue stalls on its deck. It is the sister craft to *Cedar Wolf*.

\* **Rose Dome Isle:** A small, low, roughly oval island in the Clack, with its long axis running roughly northeast-southwest. Over and upon it are set various structures, including pier-posts from the Grand Jetty, the southeast corner and square building of Clockhouse Square, and a cross-jetty between Grand Jetty and *Art Stable*. On the Isle itself is a large, tall, red-tiled, open, pillar-supported, dome containing the statue of the featured text. The figure faces out towards the Clack's midstream. The featured text reads: "On an islet in the centre of the Market stands a great, painted statue of a pale, naked, female faerie, with four dragonfly wings and short red hair. Her pose is welcoming. She is surrounded by a vertical ring of thorny rose vines and crimson roses."

\* **Smoke House:** Another of the larger tethered floating platforms, on which is set a single-storey, wooden tavern building. As the name might suggest, it specialises in serving smoked food of all kinds. Its platform is moored just south of *The White Ship*. Gull Walk provides the most direct access to it.

\* **Soft Emu:** A small sailing ship with just a couple of stalls on it, off the outer part of the south side of The Ripple, a little east of the *Roland Soon*.

\* **Void Diver:** A large, red-painted sailing ship, with crimson stall-awnings across its decks, and two larger, circular, brightly-patterned tents on its poop deck, each of the latter containing various options for divinations to be performed on request. It is moored off the southeastern side of The Ripple, near The Boat Shed.

\* **Water Tower:** A tall, circular, flat-topped, stone tower, whose roof can be reached by internal ladders only, or by flying (including by Flying Boat - see the Thistle Street Barracks in Embra's Enclosed Place 8), with two attached single-storey wooden structures. The stone base of the Tower extends down into the river bed, but the wooden buildings are simply pier-supported constructions over the water, on the southeast end of Grand Jetty. The whole structure houses a small contingent of the Knights of the Thistle, who serve as the Market's police force, should such be required.

\* **Wave Crest Inn:** Set on land about midway along the width of the Market, just north of Wave Market Lane, this is an inn for travellers and visitors, with stables, and rooms for hire in the two-storey main building.

\* **Wave Market Lane:** The broad road that runs along the Clack's shore by the north side of the Market. It has exits on both the east and west sides of the map, while three roads branch off it northwards, to the northern map limit. Four broad, railed, wooden access-ramps lead up from its southern side to the landward edge of The Ripple.

\* **The White Ship:** This is a large sailing ship surrounded by piers, two of the Gull Walks, and raft-platforms, just south of Clockhouse Square, and immediately southwest of Rose Dome Isle. It has no direct accessway, and it sometimes vanishes for months at a time - as far as such time can be estimated here - yet no one ever sees it come or go, or who crews it. No one is ever seen on it while it is here, and nobody dares to try to board it.

\* **Yanalum:** A small sailing ship with a couple of stalls on it off the outer part of the southern end of The Ripple, not far from The Boat Shed and Lily Flower.