

# Fairbridge Village

## Hex 1702

Alongside the western end of the eponymous stone bridge over the Torne River, about ten miles, 16 kilometres, south from its outflow at the southeastern tip of the Siljan Lake, this is a significant, small settlement, because of its great stone Bridge and the west-east road that uses it, linking places on the Whispering Wastes map to the many settlements east and north of the great Lake, including the city of Thvariden on the Lake's eastern shore, 60 miles and more to the north (100 km+). For all that, many properties here are rather run-down, although there is a Market Place at its heart, with a well. Two other wells are to be found north of the main through route. On the southwestern side of this paved area is "The Cloaked Bard" tavern, where guards for travellers can be hired (or thugs for less salubrious tasks; the two are not necessarily different people), and on its northern edge is a substantial property, a seedy flophouse that the Dwarfen owner calls "an inn", Yorin's Rest. The southeastern side of the Market Place is dominated by "Troginrog's", a Dwarf-run store selling mining, logging, and other outdoor gear. In the northeastern part of the settlement is a warlock's home, where Neroshbos can provide small charms, spells, potions, local lore and rumours. At the village end of Fair Bridge is the Toll House, where those using the Bridge are expected to pay to use it, or for having used it when approaching from the east. Some of the local travel guards, who also maintain a degree of order, are always on-hand to ensure no one slips through without paying. Much of the low-lying ground towards the River is marshy, well-known locally for its marsh-lights and more sinister Will-O'-Wisps, and is consequently avoided. Karel's Mill, set on a small constructed Mill Stream fed by the main river channel, while essential to village life, is also disliked because of being located in part of the marshes. The road runs west and south from here about 12 miles, 20 km, to Brightlawn in Hex 1604 on the Whispering Wastes map. (From the Shadowdark RPG random tables, the settlement is Neutral, with the tavern Poor. Slum districts form the northern and western parts of the settlement, with the Market area in the southern angle between them.)