

Embra Travelling Places of Interest 3-10: Eight Ways

This map condenses the final Travelling Places of Interest, seven streets and one railway, into one illustration. The locations in order are: Candlemaker Row, Shimmering Walk, Heisenberg Terrace, Go-By Street, Stave Lane, Wanderers' Way, Runaway Railway and Everon Road. Each is discussed in more detail below. While all provide distinct routeways, many with cross-connections, they need not be entered only using their own routes should GMs require greater flexibility, as none of the areas has any particularly distinct boundaries. The names though do apply only to the mapped streets, or the railway in its case, along with the properties and elements along and near them. In addition, those moving along the named ways themselves always find their travel time shorter than elsewhere in Embra. This is a magical effect which applies only to the Travelling Places Ways shown on this map.

The misty edges to each mapped street area are because, like all the Embra Places maps, none of these eight ways 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 within one - GM's choice), the party can return either to the Travelling 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. Note though that some do have physical elements that feature on their respective maps. Each text is repeated with its 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).

3. Candlemaker Row

Candlemaker Row is a short road, centred around **Great Oak Square**, in the middle of which is the huge, ancient oak tree of the featured text: "A radiant dryad lives in a great oak tree; images of the Sun and White Moon shine from her brows." Large multi-armed candelabra set atop high poles light the street at night. All the houses here are vast, rambling structures, often on multiple levels and with towers attached. Many candles are made and sold here, of numerous kinds, mundane and magical. The actual roadway is about 9 feet wide (2.7 metres), constructed from stone paving.

4. Shimmering Walk

A long street, with large properties that are commonly separated from the roadway and one another by hedges, bushes and the ubiquitous ivy-garlanded trees of the featured

text: “Along the ground, a male Faerie warrior rides a great legless earth dragon. Dryads and small, shining-gold wisps flit among the ivy-covered trees.” The road is made from stone, and is some 8 ft wide (2.4 m), with three narrower, stone-paved cross-streets in its middle section. Close to its western end is **Golden Green**, a hexagonal open area with trees, shrubs, wildflowers and grass in its centre. A little further east is **Shimmer Inn**, on the south side of the street, just before the first crossroads. It has plenty of accommodation for travellers and visitors. Roughly halfway along the Walk, on the north side between the other two crossroads here, is **Knight’s Rest**, a good-quality tavern. There are also numerous shops and houses.

5. Heisenberg Terrace

Despite being such a short, apparently unremarkable, street (it is a 6 ft wide, 1.8 m, stone roadway, with simple houses along it), Heisenberg Terrace is a very curious place. To begin with, the Terrace may not be always present in Embra at all. GMs should re-roll whenever a party tries to arrive here to check, if desired, with a basic 50% chance the Terrace is, or isn’t, available. It is also a place that invites deep thought, as the featured text indicates: “Great white stone seats in which to ponder. White owls and white ravens. A purple-winged male Faerie sits contemplating his silver sword, a skull by his feet.” The map illustrates numerous such large white marble seats scattered about. Anyone sitting on one, and considering some problem or puzzle for some time in silence (the interval at GM’s discretion), has a strong chance of gaining some key - possibly magical - insight into the solution. There is a somewhat larger, named, wood-built property towards its north end, on the east side, **Cat Hall**. This contains a single open room inside, where bazaars are frequently run (small tables with market-like stalls, and a wide variety of goods). It is run by a feline humanoid who goes by the name of Shrew Dinger.

6. Go-By Street

Another very curious place. Again, the simple 6 ft wide, 1.8 m, stone roadway belies its oddities. Its featured text: “A fish-tailed Merwoman sits on a huge snail shell, offering a steaming gold dish of healing draught to those in need. More huge snail shells are nearby, with fishes and seaweed. All float unharmed in the air. Purples, blues and gold.” Hence there are roofs tiled in blue, gold and purple along the road (and one unnamed property on the east side which is oddly grey-tiled; no one here has an explanation for this, as there is nothing else unusual about the building). All the plants along the Street are seaweeds - there are no trees or bushes at all - and the air “swims” as if it were underwater, with fishes and the mermaid propelling themselves through the air as if swimming. Anyone with underwater ancestry may find they too can progress by swimming in the air here as well, although no one has any problems walking or breathing ordinarily otherwise (with the usual Travelling Places bonus for moving along the Street). Beyond all this though, and as its name suggests, it is a Way that can be easily missed. Thus as with Heisenberg Terrace, GMs may wish to re-roll when a party is meant to arrive here, perhaps involving Perception checks, instead of a simple percentage chance. A suitable road to locate The Genuine Magic Shop from the random list of Embra shops and market stalls, perhaps. A crossroads, and a separate road turning-off to the east, are sited towards the southern end of this Street.

7. Stave Lane

A broad (10 ft wide, 3 m), hard-packed earth roadway, with a strangely winding form, including a complete loop towards its south end, and a couple of narrower crossroads on its northern half. Stave Lane has a good number of small shops and houses along it, many of wooden construction. In the centre of its southern loop is **Knowing Oak**, the huge tree and dryad of the featured text: “A knowledgeable male dryad sage consults from his fern-shrouded great tree, with its scarlet bracket fungi.”

8. Wanderers’ Way

A short, narrow (5 ft wide, 1.5 m) stone road, apparently unremarkable, except for the continual wandering of the person from the featured text, endlessly wending his way between the thorn bushes lining the Way: “A Faerie man in very fancy clothes carries a large boulder between thorn bushes.”

9. Runaway Railway

Two sets of double carriages run along the railway regularly, to and from Hagbad and Lovelorn Junction. While the distances are oddly short as mapped, they, and the time taken to traverse them (along with what sights may be spotted along the way) are always very variable, and quite where one may get to after leaving the Railway is another matter entirely. GMs may prefer to choose a suitable destination, rather than randomly rolling, after a group leaves the area from one of the stations, remembering that these Travelling Place Ways are intended to accommodate and assist travellers. All the stations are either of blue stone and tile, or are painted blue. The rolling stock is also blue. Magically-powered, the carriages often shoot out electrical sparks, which can happen around the stations too, even when there is no train nearby, much as the featured text indicates: “Lightning flashes over pale blue stone stations, lit by cuckoo-clock-shaped lanterns with turquoise round lenses.” The principal stations are **Grand Terminus** (the main station at the closed, southern, end of the line; a roadway runs east-west south of the Terminus), **Hagbad End** (the station building on the left side at the northern end of line, opposite Hagbad Home; a road leads north from here) and **Hagbad Home** (opposite Hagbad End, on the line’s east side; a road runs south, then east from here). Other stations are at **Knock Halt** (set in a cutting in **Knockload Hill** midway along the line’s eastern side; a road leads away east from here), and **Lovelorn Junction** (the only station on the western side branch-line, with a road heading west from it). **Signal House**, at the end of the western platform of Grand Terminus, controls the running of the railway, including operating the points for the turning to Lovelorn Junction, which are also by the end of this platform. For those interested, the rail-gauge is 4 ft (1.2 m) wide.

10. Everon Road

Many scarlet poppies are to be seen everywhere along here, especially in the Road’s three open squares, **Rusty Place** (the largest of the three, and rectangular), **Snooze Square** (midway along the Road) and **Mystram Square**. As the featured text notes: “A white-winged female Faerie among scarlet poppies plays a floral trumpet for many sylphs and blue butterflies.” She may be encountered almost anywhere along here. The roadway is hard-packed earth, about 10 ft wide (3 m), and runs generally west-east, with a couple of kinks. Two narrower roads run off to the northwest east of Mystram Square, while there is

a crossroads a little east of the east end of Rusty Place. The Road is notable for the substantial properties along it, separated from the route through by neatly-trimmed hedgerows. The named properties include **Briar Edge** (with its broad driveway, off the northwest side of Mystram Square), **Cara Vale** (another house with a broad drive at the east end of the Road), **Cardran Hall** (with a paved rear courtyard, off the south side of Snooze Square) and **Glanmar House** (with a rear courtyard, off the north side of Rusty Place).