

The Faerie City of Embra: Wooded Places of Interest

Arriving at this map from the “Embra - Official Guide” one offers a further choice for GMs as to where the party may travel next. If an “8” was rolled previously, then the choice is simply to follow the link here labelled “6 Green Market”, continuing into that part of the great Twilight Market, as the note in the centre of the map states. Alternatively if this was not the case, a fresh D10 roll can determine the new destination, or of course the GM may just select somewhere suitable, perhaps in conjunction with the magical Law of Similarity - like goes to like.

As indicated, six of the linked Wooded Places of Interest are individual locations per subsequent map. The other four are inhabited streets, which are all shown on a single separate “Roads” map. If using a D10 roll, remember which was rolled when going to that Roads map, however!

Further instructions on using the various Embra maps and locations, with notes on possible shop and market stall ideas, can be found in the information provided with the Official Guide map. Details for the individual Places and Streets can be found with their respective maps elsewhere in the Atlas.