



Grand Concourse

A Traveller's Guide to the Realm of Emberfall

The Grand Concourse of Emberfall

Welcome, traveller. Mind your step, your purse and the locals' opinions.



“Your vault, sir or madam. Everything you own, and nothing you owe. Yet.”

People to meet: 8

Shops: none — pack your own snacks

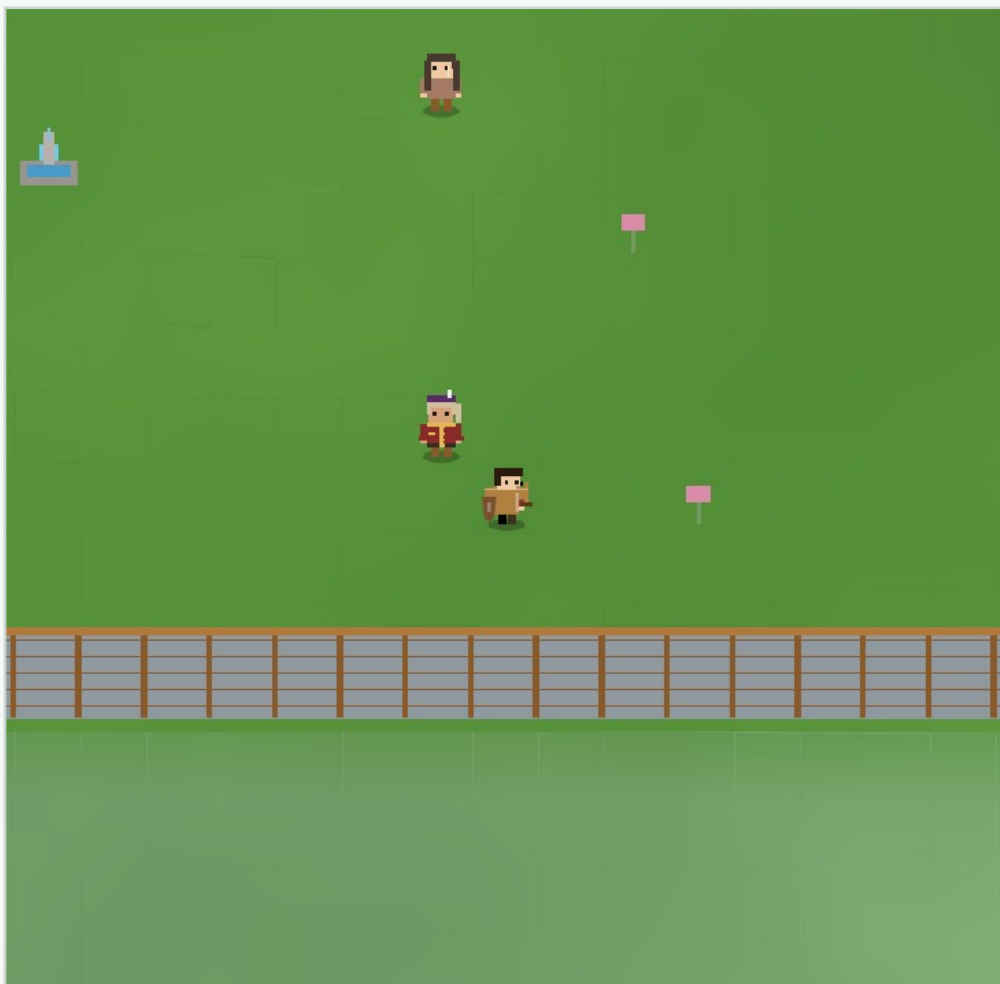
Bank counter: yes

Workstations: bank

Every picture in this guide was taken in the game itself, by daylight, standing exactly where you'll stand.

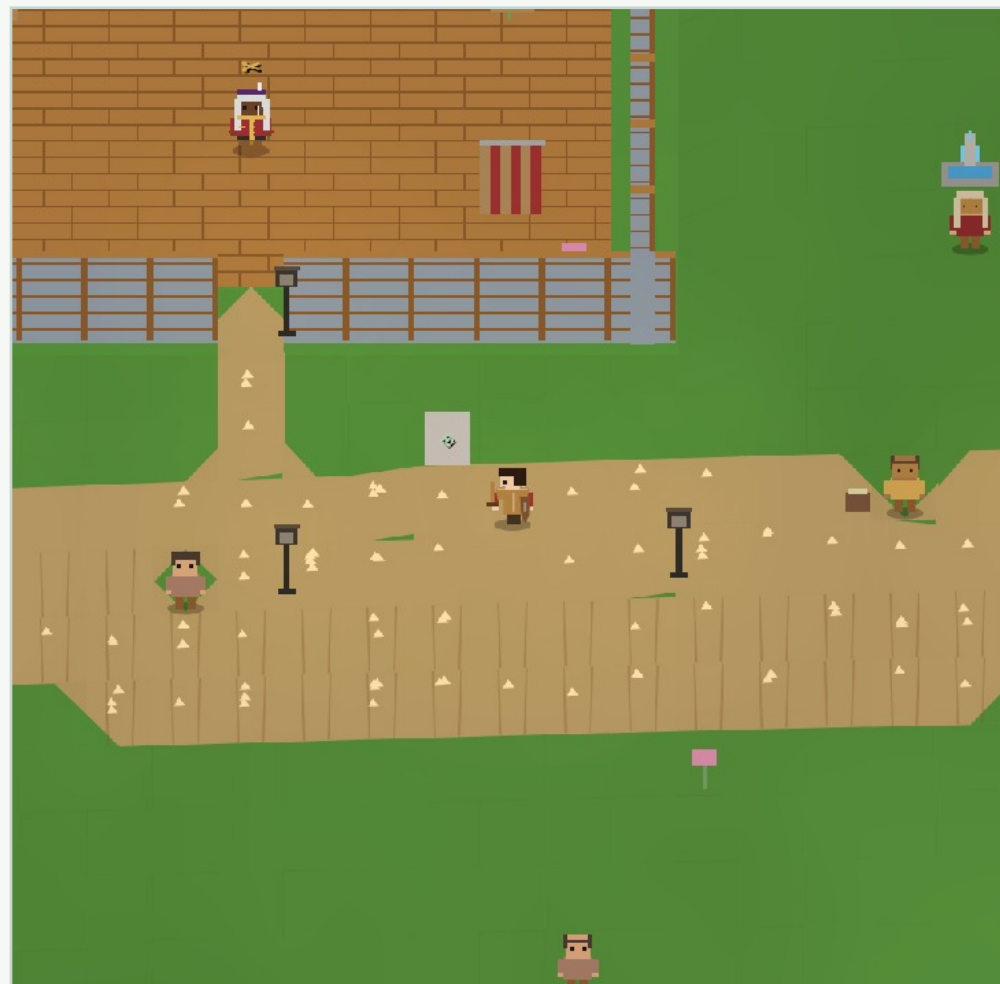
Things to do

Local pastimes, prizes and the occasional public embarrassment.



Auctioneer Quill — timed run

Talk to Auctioneer Quill and hit all 4 checkpoints within 55 seconds for 160 coins; your first finish also earns a concourse gavel. Bonus festivities on weekends. *“Going once, going twice — and then somebody has to carry it. That’s you. Congratulations on your new career.”*



The Scales of the Concourse

Engraved on the old weighing scales: *‘First the buyer names a price, then the seller laughs, and last the coin changes hands.’* Solve it for 240 coins. Shouting the answer at it does not count.

Shops, banks & landmarks

Where to spend coins, store them, and pretend you meant to buy that.



Vault Keeper Silas — bank counter. *“Your vault, sir or madam. Everything you own, and nothing you owe. Yet.”*

Workstations here: bank.

Gathering & stories

What grows, swims or sits stubbornly in the ground — and who needs a hand.

Local gathering

Nothing to gather inside town. Bring supplies, or friends with supplies.

Stories that start here

No quests start here — but the locals still gossip about the ones that do.

Quest details stay a surprise. Ask the townsfolk; they love an audience.



People & local tips

The faces you'll see, and what they'll say whether or not you asked.

Vault Keeper Silas: *"Your vault, sir or madam. Everything you own, and nothing you owe. Yet."*

Concourse Market Broker: *"The Grand Concourse is the realm's single server-wide trading hub."*

Fountain Keeper Ilyan: *"Welcome to Emberfall's gathering place."*

Busker Pella: *"Welcome to Emberfall's gathering place."*

Courier Bram: *"Welcome to Emberfall's gathering place."*

Tea Seller Nima: *"Welcome to Emberfall's gathering place."*

Auctioneer Quill: *"Going once, going twice — and then somebody has to carry it. That's you. Congratulations on your new career."*

Madam Seraphine: *"Welcome to The Gilded Thread. We mend appearances, not reputations. The changing room is yours."*

Local tips

- Do the timed run early — prizes don't wait for latecomers.
- Bank your valuables before wandering off; pockets are optimistic, banks are realistic.
- The riddle answer is usually hiding in the town itself. Read the walls.
- Lanterns light the lanes at night. Monsters still use the lanes too.