

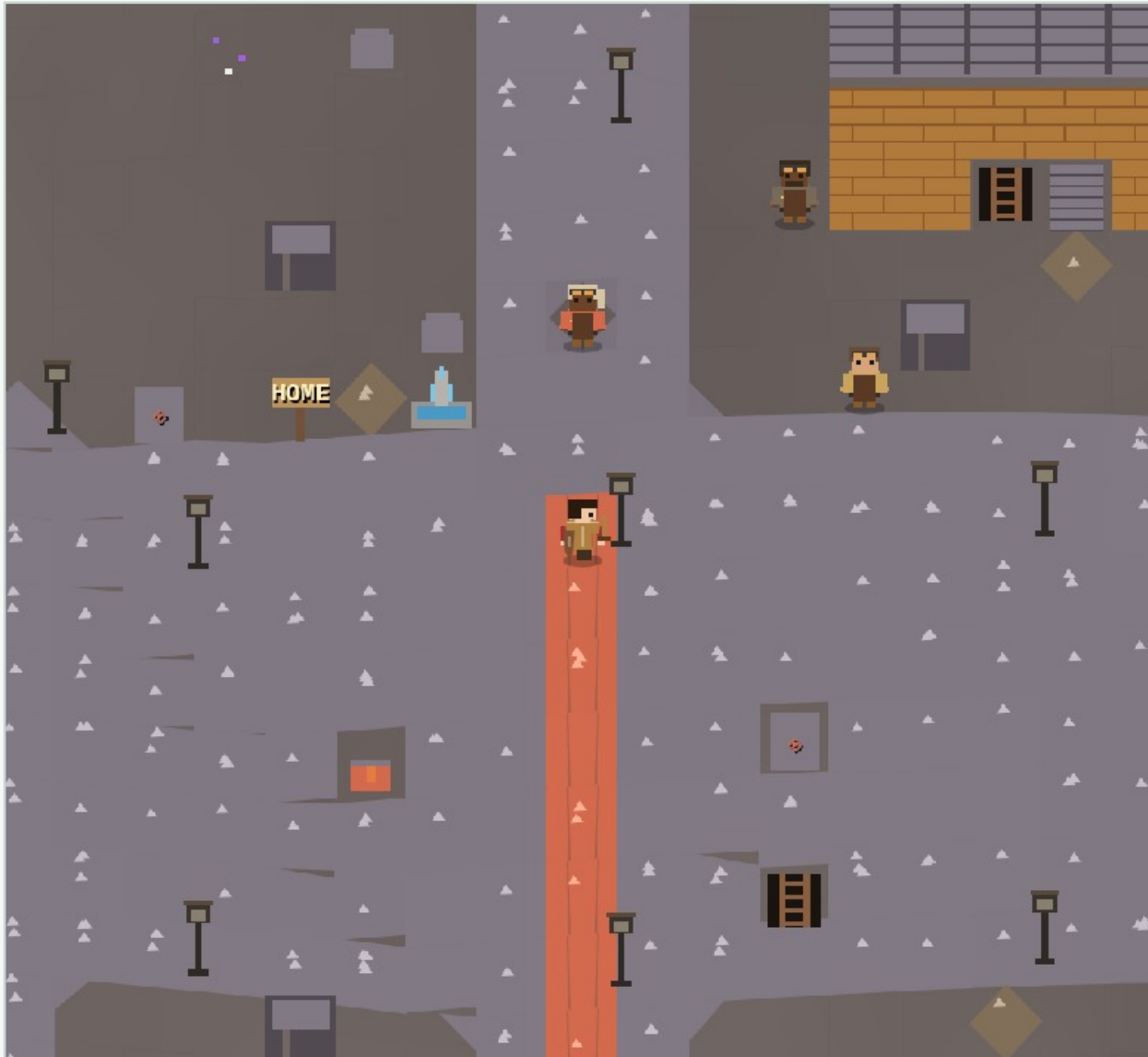


# Cinderforge

*A Traveller's Guide to the Realm of Emberfall*

# Cinderforge

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



*“Lava heats the ward-forge. The smiths refuse to build another tyrant's crown.”*

**People to meet:** 10

**Shops:** 1

**Bank counter:** yes

**Workstations:** anvil, furnace

**Ask for:** Forgewright Vesta, who knows where everything is and will tell you whether you like it or not

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

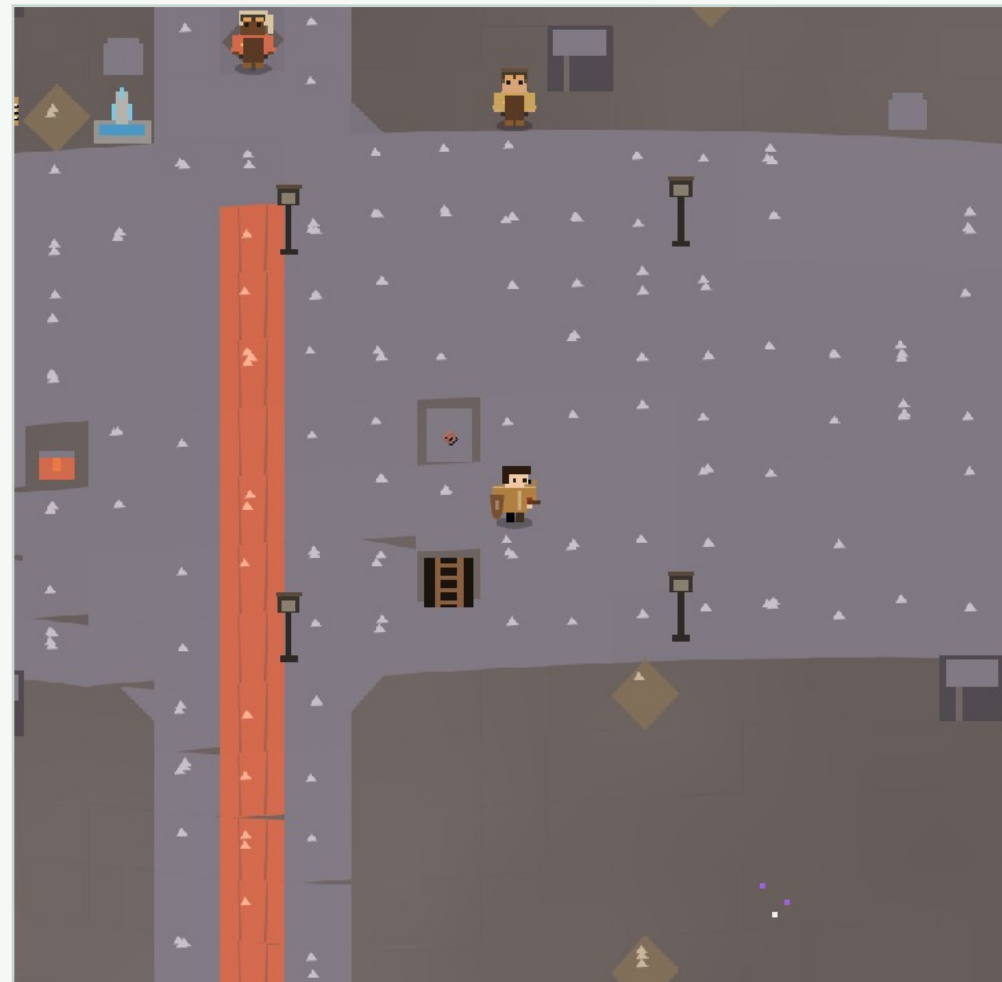
# Things to do

Local pastimes, prizes and the occasional public embarrassment.



## Forge-Hand Ruko — roundup

Forge-Hand Ruko needs 6 runaway fire salamanders herded home once per day. Reward: 230 coins and 4 coal. They chase heat. Look near lava, furnaces and anyone who's angry.  
*"The forge salamanders escaped. Without them the ward-forge goes lukewarm, and lukewarm crowns are how tyrants start."*



## The riddle stone

*First quench thirst, then grow shelter, finally light the ward. Touch the symbols in that order.*  
 Solve it for a reward. Shouting the answer at it does not count.

# Shops, banks & landmarks

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



**Ignis Bellows-Tender** — sells health potion, mana potion, arrows, mind rune, bread, iron pickaxe, iron axe, embersteel axe and more.

**Kaelen Ash-Carver** — bank counter. *“The vault is linked across the realm.”*

**Workstations here:** anvil, furnace.

**Hidden discoveries:** 1 secret spot waits for sharp eyes. We won't spoil it; we're not monsters.

# 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.

**Forgewright Vesta:** *"Lava heats the ward-forge. The smiths refuse to build another tyrant's crown."*

**Kaelen Ash-Carver:** *"The vault is linked across the realm."*

**Ignis Bellows-Tender:** *"Supplies for the road. I also buy what you find."*

**Hammer-Chief Brunhild:** *"Lava heats the ward-forge. The smiths refuse to build another tyrant's crown."*

**Branwen the Quencher:** *"Hot iron, cold water, loud hiss."*

**Garrick Ore-Tester:** *"This one sings. Good metal sings."*

**Smelter Odo:** *"Mind your eyebrows near the sluice."*

**Cinder-Apprentice Fae:** *"I only burnt my apron twice today."*

**Old Vulkar:** *"Sixty years at the forge. Still no crowns."*

**Forge-Hand Ruko:** *"The forge salamanders escaped. Without them the ward-forge goes lukewarm, and lukewarm crowns are how tyrants start."*

## Local tips

- Do the roundup 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.
- Bellows-Tender buys what you find — sell the clutter, keep the shiny.
- Lanterns light the lanes at night. Monsters still use the lanes too.