



Gull Isle

A Traveller's Guide to the Realm of Emberfall

Gull Isle

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



"Salt air is bad for swords. Let me keep yours safe."

People to meet: 4

Shops: 1

Bank counter: yes

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.



Crab-Wife Morwenna — roundup

Crab-Wife Morwenna needs 6 runaway hermit crabs herded home once per day. Reward: 110 coins and 4 raw shrimp. They hide under driftwood and in old boots. The salt-raiders left a lot of old boots. *"My hermit crabs had a shell-swapping party and now nobody's where they should be. Six of them. Help?"*



The Gull Stone

Pecked into a salt-white stone: 'The gull sees the fish, then the fisher, then the fisher's lunch — and that is the order of the world.' Solve it for 200 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.



Trader Coral — sells lobster, trout, arrows, oak bow, health potion, mana potion, empty vial, bucket and more.

Banker Pearl — bank counter. *"Salt air is bad for swords. Let me keep yours safe."*

Gathering & stories

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

Local gathering

- Raw shrimp — a fair few
- Logs — a fair few

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.

Banker Pearl: *"Salt air is bad for swords. Let me keep yours safe."*

Old Salt: *"The gulls whisper of bones that won't lie still."*

Trader Coral: *"Fresh supplies, brought in with the tide."*

Crab-Wife Morwenna: *"My hermit crabs had a shell-swapping party and now nobody's where they should be. Six of them. Help?"*

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