



# Gullhaven

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

# Gullhaven

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



*“Gullhaven: three cottages, thirty nets, one gull with a criminal record.”*

**People to meet:** 4

**Shops:** 2

**Bank counter:** no — bring a sturdy pocket

**Workstations:** crafting table, cooking range

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

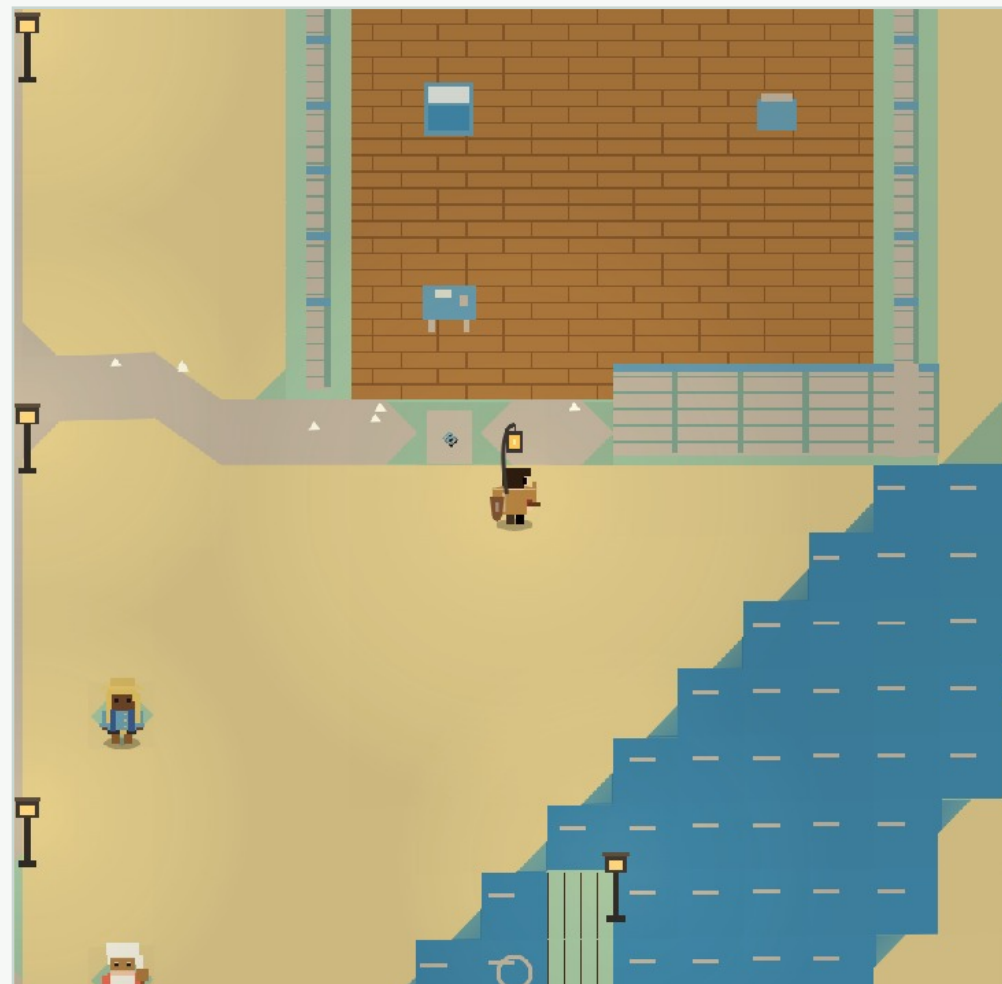
# Things to do

Local pastimes, prizes and the occasional public embarrassment.



## Gull-Wrangler Wren — roundup

Gull-Wrangler Wren needs 6 runaway thieving gulls herded home once per day. Reward: 100 coins and 3 raw shrimp and 6 feather. Follow the screaming. Gulls are the only thieves who announce themselves. *"Six gulls raided the washing lines again. One has a criminal record; the other five are learning from him."*



## The Net-Knot Riddle

*Tied into the oldest net in Gullhaven: 'Cast it wide, haul it slow, and mend it before the gulls notice the hole.'* Solve it for 180 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.



**Netmaker Nessa** — sells fishing net, fishing rod, lobster cage, logs, feather.

**Cook Bramble** — sells shrimp, mackerel, bread.

**Workstations here:** crafting table, cooking range.

# Gathering & stories

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

## Local gathering

- Raw shrimp — a handful

## 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.

**Netmaker Nessa:** *"Gullhaven: three cottages, thirty nets, one gull with a criminal record."*

**Cook Bramble:** *"Cook at the beach range. The gulls are waiting for you to look away."*

**Old Otto Saltboots:** *"Saltwind's north along Gullhaven Lane. Our beach is south. If your boots fill with water, you've overshot."*

**Gull-Wrangler Wren:** *"Six gulls raided the washing lines again. One has a criminal record; the other five are learning from him."*

## Local tips

- Do the roundup early — prizes don't wait for latecomers.
- There's no bank here, so pack light or carry heavy with dignity.
- The riddle answer is usually hiding in the town itself. Read the walls.
- Nessa buys what you find — sell the clutter, keep the shiny.
- Lanterns light the lanes at night. Monsters still use the lanes too.