



Ironroot

A Traveller's Guide to the Realm of Emberfall

Ironroot

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



“The miners broke into a Warden tunnel. Their carts return full of warm, singing ore.”

People to meet: 10

Shops: 1

Bank counter: yes

Workstations: bank, anvil, furnace

Ask for: Surveyor Bryn, 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.

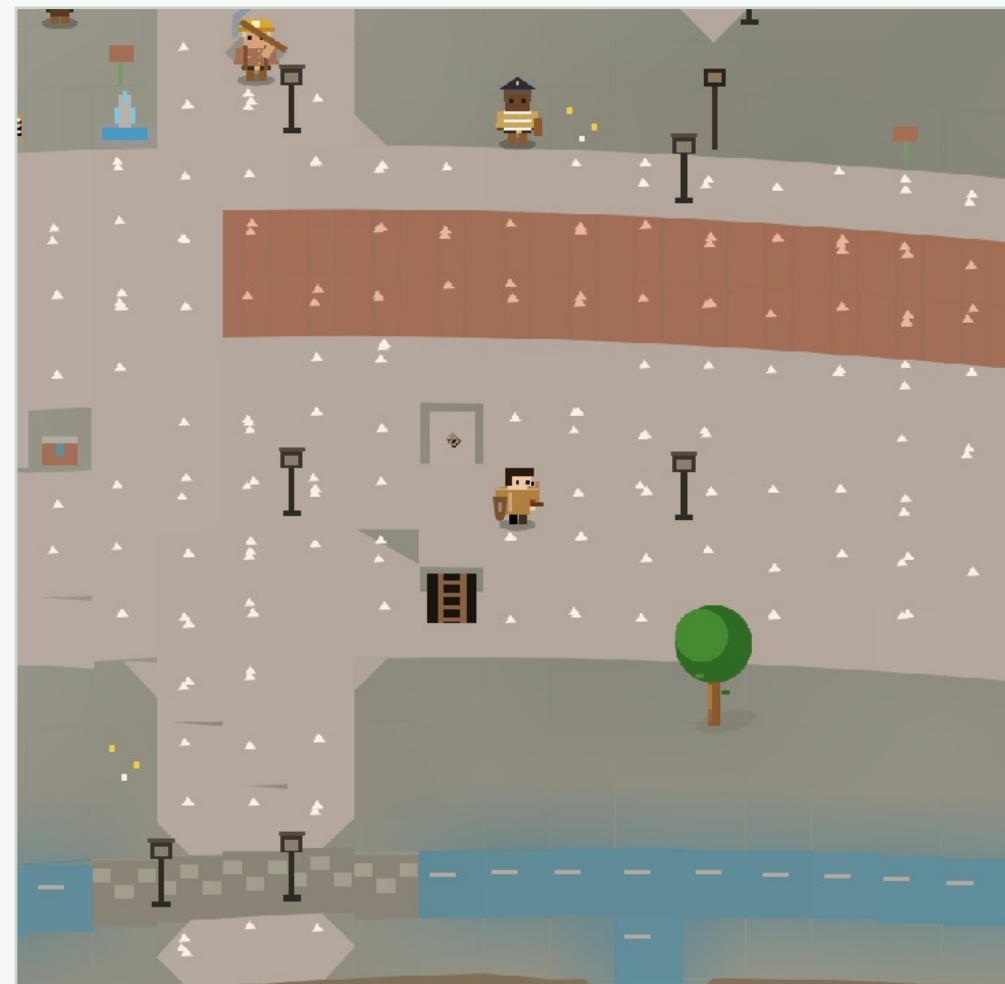
Things to do

Local pastimes, prizes and the occasional public embarrassment.



Railmaster Dunstan — timed run

Talk to Railmaster Dunstan and hit all 4 checkpoints within 60 seconds for 220 coins; your first finish also earns a ironroot rail spike. Bonus festivities on weekends. *“The ore carts from the Warden tunnel come back warm and humming. Sometimes they don't stop. That's where you come in.”*



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.



Greta Iron-Pinch — sells health potion, mana potion, arrows, mind rune, bread, iron pickaxe, iron axe, steel axe and more.

Morik the Deep-Seeker — bank counter. *“The vault is linked across the realm.”*

Workstations here: bank, 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

- Iron ore — plenty
- Raw shrimp — a fair few
- Mithril ore — a fair few
- Tin ore — a handful
- Copper ore — 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.

Surveyor Bryn: *"The miners broke into a Warden tunnel. Their carts return full of warm, singing ore."*

Morik the Deep-Seeker: *"The vault is linked across the realm."*

Greta Iron-Pinch: *"Supplies for the road. I also buy what you find."*

Blast-Captain Dunstan: *"The miners broke into a Warden tunnel. Their carts return full of warm, singing ore."*

Doran the Cart-Greaser: *"Squeaky wheels slow the whole seam."*

Kora Gem-Cutter: *"Look closely. Every stone has a heart."*

Foreman Grub: *"Helmets on, lamps lit, songs loud."*

Rail-Layer Petra: *"Ten miles of track and counting."*

Canary-Keeper Lem: *"If Tweet stops singing, we run."*

Railmaster Dunstan: *"The ore carts from the Warden tunnel come back warm and humming. Sometimes they don't stop. That's where you come in."*

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