



Saltwind

A Traveller's Guide to the Realm of Emberfall

Saltwind

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



“Painted floats tell the fleet where safe currents run. Someone has moved them towards the reef.”

People to meet: 12

Shops: 1

Bank counter: yes

Workstations: cooking range

Ask for: Netmaker Pell, 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.



Float-Warden Brine — roundup

Float-Warden Brine needs 6 runaway floats herded home once per day. Reward: 140 coins and 3 raw mackerel. High tide flung them everywhere. One is in a gull's nest. The gull is negotiating. *"Someone's been moving our painted floats towards the reef. Tonight the tide finished the job and scattered the rest. Help me gather six?"*



The Tide-Bell Riddle

Carved on the old tide-bell: 'Low water bares the reef, the flood hides the wreck, the ebb returns the dead. Ring me as the moon pulls.' Solve it for 220 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.



Maura the Net-Tier — sells health potion, mana potion, arrows, mind rune, bread, iron pickaxe, iron axe, empty vial and more.

Toby Salt-Cured — bank counter. *“The vault is linked across the realm.”*

Workstations here: cooking range.

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

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

Stories that start here

- The Harbour of False Lights
- The Harbour of False Lights

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 Pell: *"Painted floats tell the fleet where safe currents run. Someone has moved them towards the reef."*

Toby Salt-Cured: *"The vault is linked across the realm."*

Maura the Net-Tier: *"Supplies for the road. I also buy what you find."*

Tide-Reader Fergus: *"Painted floats tell the fleet where safe currents run. Someone has moved them towards the reef."*

Gull-Eye Rory: *"Painted floats point to safe water."*

Hester the Smoker: *"Smoked herring, best on the coast."*

Netmender Annick: *"A torn net loses more than fish."*

Old Skipper Quinn: *"Red sky at morning: stay ashore."*

Kelp-Gatherer Isla: *"Kelp lanterns glow at low tide."*

Dockmaster Pell: *"Those lights are false. Find their source and return to me."*

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