



Stormglass Quay

A Traveller's Guide to the Realm of Emberfall

Stormglass Quay

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



“Stormglass Quay. Stone houses, stout piers, deeply unreliable weather.”

People to meet: 6

Shops: 2

Bank counter: yes

Workstations: bank, 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.



Lamp-Warden Hare — timed run

Talk to Lamp-Warden Hare and hit all 4 checkpoints within 80 seconds for 210 coins; your first finish also earns a stormglass lens. Bonus festivities on weekends. *“A squall’s coming and the storm-lanterns are out. Relight them all, fast, or the fleet parks on the rocks.”*



The Tideglass Lens

Etched into the harbour lens: ‘Grey sky warns, green sea bites, and black water keeps what it takes.’ Solve it for 240 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.



Chandler Ives — sells fishing net, fishing rod, lobster cage, feather, health potion.

Smokemaster Soren — sells mackerel, lobster, bread.

Banker Tilda — bank counter. *“Bank your catch here. We removed the seagull from the vault. Twice.”*

Workstations here: bank, 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.

Harbourmaster Mara: *"Stormglass Quay. Stone houses, stout piers, deeply unreliable weather."*

Chandler Ives: *"Nets and cages. Nothing guaranteed against a shark's opinion."*

Banker Tilda: *"Bank your catch here. We removed the seagull from the vault. Twice."*

Smokemaster Soren: *"The outdoor range cooks fish. The workshop table makes tackle and clothes. Neither improves my singing."*

Glassworker Elsie: *"A tideglass workshop. Use the crafting table beside me; the sea provides inspiration, not insurance."*

Lamp-Warden Hale: *"A squall's coming and the storm-lanterns are out. Relight them all, fast, or the fleet parks on the rocks."*

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