EMBERDALE

Before the Ascent

Arrange through Maren before leaving for the volcano.

☐ THE FUEL CONVOY — 1,200 gp

Bring coal and firewood into town.
Keeps Emberdale supplied through winter, regardless of the expedition's outcome.

☐ THE PILGRIM RELAY — 600 gp

Staff three waystations along the mountain trail.
Guaranteed safe long rest at the Breathing Stair, with food, fire, and a watch. One resupply of torches, rations, rope, and cold-weather gear on request. Transport downhill for anyone you send back.

☐ THE VIGIL — 500 gp

Keep the shrine lit and the old rite going throughout your expedition.
Each adventurer receives **one reroll of any d20 roll**, usable once in the dungeon.

☐ THE COLD ROW — 400 gp

Clear the heating debts of six households.
Restores heat to six families and removes the white marks from their doors.

☐ THE EXPEDITION KIT — 300 gp

Additional supplies beyond your free outfitting.
Ice-cleats for everyone, a haul-sled, 40 torches, 200 feet of rope, doubled rations, and spare cold-weather gear. Covers routine expedition supplies and makes hauling cargo or people easier.

ALL FIVE OPTIONS — 3,000 gp

Guides and hired guards are unavailable.