



# The Braunhaven Campaign Setting



Player's Guide and Lore Book

DESIGNED FOR USE WITH

**OLD-SCHOOL  
ESSENTIALS**

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## ON THE COVER

The idyllic town of Braunhaven lies on the nexus of the Imperial Tradeway, the Eastern Tradeway, and the Barburus Trade Bridge.

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Greenwater Mercantile and Adventuring Company

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# TABLE OF CONTENTS

Preface.....	4
Introduction.....	5
The Calendar of Braunhaven.....	7
Religion in Braunhaven.....	9
Economics and Trade.....	21
Braunhaven and its Surroundings.....	23
The Braunhaven Town Key.....	27
The Races of Braunhaven.....	30
Dark Elves.....	30
Grey Dwarves.....	31
Dwarves.....	32
Elves.....	32
Gnomes.....	33
Half-Elves.....	33
Halflings.....	34
Half-Orcs.....	34
Humans.....	35
Deep Gnomes.....	35
Languages in Braunhaven.....	36
Flora and Fauna of the Braunhaven Region.....	38
Folklore in Braunhaven.....	43

# Preface

In the days of yore, the 1970s, GMs and players had to either make up their own campaign settings or extract little pieces of information from each published module. Usually, this meant that each table had vastly different ideas for the settings, based on their own interpretations. While *Blackmoor* was the first actual campaign setting, most players didn't have access to this. It wasn't until much later that the *Greyhawk Box Set* came out and we had an entire world mapped out at our fingertips. I am of the opinion that this was a mistake.

Large overall campaign settings, I feel, are too big of a bite to handle effectively. The GM and players are given far more information than they can adequately digest in a single book or box set. Instead, the idea of building on a setting module by module is something that I preferred. *Module B1: In Search of the Unknown* and *Module B2: The Keep on the Borderlands* are excellent examples of this. B2 expands on the background information, to a degree, of what we had learned in B1. Comparing the modern-day adventures and campaigns to the older modules, however, shows how story-lite the old modules were. I laugh when I hear someone talk about the plot of *Keep on the Borderlands* today. It consisted of about two paragraphs and mentioned things that were then never spoken of again.

In 2020, the pandemic hit, and I was forced to move my professional games from a local game store to Roll20 online. This also meant I had a lot more free time on my hands. I set about creating Braunhaven, which would be a compromise between the old Module format and the modern Campaign book. Originally designed for the world's greatest roleplaying game, I became frustrated as I found the OSR too restricting in many places due to the overabundance of rules or insufficient information on rulings that should have existed. This led to writer's block as I threw up my hands to nearly give up. Over the Thanksgiving holiday of 2022, I discovered *Old-School Essentials Advanced Fantasy* and suddenly everything clicked into place. Braunhaven was resurrected from WiP hell, and I feverishly converted what I had to OSE and worked to finish it.

What you now read is the first finished product of the *Braunhaven Campaign Setting*. An introduction to the world in a digestible size with an introductory adventure to get you started. The world is large enough for Referees to place their own dungeons, or ones that they have purchased, into the world but small enough to keep things contained. Future releases will expand the campaign setting with *The Imperial Port*, *Tassidantilis' Fantastic Tower*, and *The Dungeons of Glaustshine*. Each of these will introduce new areas that can be added to Braunhaven until, eventually, you have a much larger map of the world.

I hope that you enjoy the world of Braunhaven as much as I do. And may your adventures be whimsical and prosperous!



# INTRODUCTION

Greetings traveler and welcome to the town of Braunhaven. In these learned pages you will find a bit of lore about the town of Braunhaven and the surrounding environment, what it takes to live in Braunhaven, as well as information about the local inhabitants. I would be remiss if I didn't also include tiny tidbits of rumor and lore of the world at large, as well.

Braunhaven is meant to be the steppingstone into a larger world. A world of peril. A world of adventure. It requires the *Old-School Essentials Advanced Fantasy Player's Tome* to create characters and play in the world of Braunhaven. And if you are the Referee, you'll require the *Old-School Essentials Advanced Fantasy Referee's Tome*, as well. I will expound upon information as needed, but items in **bold text** are printed for quick reference.

## A Brief History of Braunhaven

Braunhaven started as a simple coaching inn on the Imperial Trade Way, traveling from the north. The Braunhouse catered to nobles, merchants, scholars, and adventurers heading south to the Imperial Port at Tasadantilis' Tower. The Braunhouse soon grew to include farms to support the ever-growing inn, and then a small village grew to support the farmers. Before anyone knew what was happening, the town of Braunhaven had sprung up from the countryside.

The Braunhouse was run by five generations of the Braun family, with Estevar Braun, The Elder, becoming the first burgermeister of the town of

Braunhaven. In -300, Releva Braun was awarded a title of nobility by the Imperial Crown, making Braunhaven a vassal town. For a time, this gave Braunhaven a great deal of clout. The town became a mercantile power, as it was the only civilized stop before reaching the Imperial capital of Glaustshine, 250 miles to the Northeast.

## The Troubles with Elves

In -173, the town of Braunhaven ran afoul of the elves in the Solvanus Forest. It all began when the townsfolk started logging and hunting too deeply into the Solvanus Forest. At first, the Solvanus Elves fought back with minor skirmishes and lighting farm fields aflame. Within a month, however, things quickly escalated when a farmstead was found with the entire family murdered and crucified on a stand of trees.

The reaction in town was swift and brutal: Braunhaven was going to war with the elves. Gurnwald Braun, the Duke of Braunhaven, ordered troops to scour the forest for Elven encampments. At first, these engagements didn't end well for the Braunhaven militia. But Gurnwald was persistent and began ordering large swathes of the Solvanus to be burned. With the burnings, the elves retreated, as their homes and villages were exposed. Hundreds died in the purges. By -169, the people of Braunhaven and the Solvanus elves had reached a truce and a treaty was signed. The elves agreed to allow logging and hunting up to 12 miles along the outskirts of the Solvanus Forest.

## The Era of Plague

The sickness first started to appear in -002. A few cases here and there that defied healing spells and ultimately ended in the death of the patient. It wasn't until Year Zero that the Demon Plague really

made its mark. More than two dozen cases cropped up in the first week of Janus, Year Zero. A month later, in the month of Festus, more than 500 had died of the disease in Braunhaven alone. In Maerucus, the Emperor sealed the gates of Glaustshine to all travel in or out of the Imperial Capital.

Braunhaven's numbers swelled as merchants were turned away at the gates of the capital and left as refugees. In turn, the death toll climbed ever higher. By Massus, the Emperor had sent a retinue of knights to close the Port at Tasadantilis' Tower, stranding hundreds of merchants and choking off all trade with the region. And then the Gods, themselves, left Braunhaven.

Feeling that mortals had brought this on themselves with their worship of Vueslux, the Council of the Twelve Elder Gods retreated from the land of men. The Council instead would choose to watch from afar in a test to see if mortals would repent. The Gods were disappointed to see that their children instead turned from them, crying out for their return and spitting on their chapels when they did not. It seemed that mortals would not be beguiled, nor trussed, into worshipping uncaring deities.

By the month of Deccus, nearly two-thirds of the population of Braunhaven had died of the Demon Plague. The All Faiths Temple was abandoned with powerless clerics relying on simple ways to aid the dying. Even with the distrust, druids were again welcomed into the town to help in any way they could.

## All Hail the New Emperor!

In Septum of Year Three, Imperial troops marched into Braunhaven. At first, the people exalted the return of Imperial

authority, as they had not had word from Glaustshine in almost four years. This exaltation soon turned to anger as it was announced that there was a new Emperor, Emperor Belusian Cestus, and that he was dissolving the nobility of Braunhaven. All citizens were to pack up what belongings they could carry and travel to Glaustshine immediately. Worship of Vueslux was mandatory in the new Imperium and any found to be worshipping other gods were to be crucified.

Gilda Braun, Duchess of Braunhaven, rose up with her three sons and what remained of the militia. Their insurgency was quickly put down by the more numerous and better armed Imperial troops. The Braun family was crucified and left as a testament to others in the foregrounds of the All Faiths Temple. A few escaped into the Solvanus Forest but most of Braunhaven's inhabitants did as commanded and moved to Glaustshine. Braunhaven was left leaderless and a ghost town.

It was at this time that the Imperial Port at Tasadantilis' Tower went silent. Nobody has heard from the archmage Maximillion Tasadantilis since.

## The Current Age

In Year Two-Hundred, the Council of the Twelve Elder Gods began to return to Braunhaven. Not all at once, and certainly not under any official capacity, but their presence is felt. Each of the Elder Gods thinks that they are moving contrary to the Council's edicts on interference with mortals. At first, it started with the return of powers to clerics and paladins that had continued to hold their faith. Emboldened by the reverence of these mortals, the Gods went further and have once more

started to walk the land. Secretly, and subtly, they have created their Avatars.

People have returned to Braunhaven, as well. While the Braun family no longer exists as a unit, the Braunhouse Coaching Inn is again in operation. Under the management of the halfling, Teka Crackerbottom, the Braunhouse is the cornerstone of the town. Braunhaven is run by village elders, in a democratic fashion. Life is difficult, but it is peaceful.

#	Day	
1	Montus	Beginning of Work Week
2	Tula	
3	Wedding	Traditional day that weddings are held
4	Thurras	
5	Friezia	End of Work Week
6	Sadus	Day of worship of the Known Gods
7	Sainasz	Day of rest

## THE CALENDAR OF BRAUNHAVEN

The calendar is made up of 12 months, made up of four weeks, for a total of 28 days. Each day is 24 hours long. The Braunhaven Calendar has been in use since the time of the Reckoning, around -2000. Each month is named after a god from the Council of the Twelve Elder Gods, while days of the week still hold the names of Old Gods, from before the Reckoning. Dates, and their histories, from before -2000 are hazy and unconfirmed. These are the tales told around campfires that

nobody truly believes. It is said that texts from this time still exist in the Grand Library of the Chapel of the Known Gods in Glaustshine, but nobody knows for certain.

One week consists of seven days.

The following is a list of the months and their respective holidays.

#	Month	Season	Holiday
1	Janus	Winter	Festival of the Dawning Year
2	Festus	Winter	Feast of Saint Somen
3	Maerucus	Spring	
4	Aeupus	Spring	Festival of Renewal
5	Massus	Spring	
6	Janeau	Summer	
7	Gulief	Summer	Festival of Midsommer
8	Agaron	Summer	Mournshadus
9	Septum	Fall	Festival of Harvestide
10	Octus	Fall	Veils Eve
11	Navaeus	Fall	Feast of Saint Glaust
12	Deccus	Winter	Festival of Giving

**Festival of the Dawning Year:** This festival marks the end of the Festival of Giving and celebrates the beginning of a new year. The holiday lasts for one week and consists of feasts, parties, and drinking. The final two days of the Festival of the Dawning Year are spent resting and recuperating before going back to a regular work schedule.

**Feast of Saint Somen:** Somen the Archer was canonized in -1300 and is remembered on this holiday. Saint Somen had the willpower to betray his succubus wife and put an end to a cadre of devils.

**Festival of Renewal:** Taking place in the middle of Aeupus, the Festival of Renewal marks the beginning of planting and the start of new life. The holiday is a hold-over from the Old Gods and druids are known to have orgies in the forests that can last for days.

**Festival of Midsommer:** In the days before the Era of Plague, the midsummer solstice was a time when merchant caravans would gather to create large markets. These markets were festive affairs with circus performers, athletic competitions, and numerous food and drink tents. The festival has begun to make a comeback, as the locals have set up their own markets.

**Mournshadus:** A holiday commemorating the dead. Literally, “Mourn the Shades,” this somber day remembers all who have crossed the veil.

**Festival of Harvestide:** This festival marks the first two weeks of harvest and is marked with great feasts and samplings of the newest ales, wines, and spirits. Common fare includes sausages, fresh mustard spreads, and copious amounts of beer.

**Veils Eve:** Veils Eve marks the end of the month of Octus and it is believed that the veil that separates the realm of the living from the realm of the dead can be penetrated. There is some truth to this, as Veils Eve sees an increasing number of undead in the countryside. However, this doesn’t stop the parties, where children dress up in costumes going about town for sweets, trinkets, and the occasional Drakh Pence.

**Feast of Saint Glaust:** Taking place in the middle of the month of Navaeus, this

weeklong holiday celebrates the most holy of champions of the Known Gods. Saint Glaust is known for slaying the Vampire Lord Faunestein, consecrating the ground of the villain’s lair, and building the holy city of Glaustshine on the site in -983.

**Festival of Giving:** This holiday consumes the entire month of Deccus with feasts and parties. It is traditional to give gifts to loved ones, volunteer to help the poor, and to donate heavily to the local All Faiths Temple. Druids believe that a mythical dwarf, Saint Baldwere, descends from the Schelus Mountains on a sled drawn by 15 magical Guinea Pigs to give out gifts to the faithful. The Festival of Giving leads directly into the Festival of the Dawning Year.

## Historical Timeline of Braunhaven

**Roughly -2000: The Reckoning.** A rare alignment of the planets, coupled with a series of three comets, heralded the coming of the Known Gods. This is a time period where great volcanic upheaval scoured Braunhaven and rainstorms caused torrential flooding. When all was finished, the Council of the Twelve Elder Gods took dominion over Braunhaven, replacing the fickle and uncaring Old Gods.

**-1600: The Coming of the Three.** During this period, three archdevils came to Braunhaven, founding the nations of Arabashia in the east, Stygina in the north, and Orentis in the south.

**-1450: The War of the Heavens.** The Council of the Twelve Elder Gods descended from the Celestial Palace to wage war on the Three. Large portions of Braunhaven were destroyed or forever



altered in the conflict. Arabashia was laid to waste and will forever be a barren desert, Stygina was locked in wind swept ice, and much of Orentis was swallowed by the Dragon Sea.

**-1325: The Birth of Saint Somen.**

**-1300: The Death of Cassiandra.** Having been seduced by the succubus Cassiandra, Somen the Archer marries. It is said that Festus aided Somen by giving illumination during a dream. With the charm ended, Somen stabbed his beloved wife in the heart with an arrow plucked from his quiver before throwing himself from the castle wall. Festus wept for the young man causing frigid sleet storms across Braunhaven for 40 days.

**-1153: The Rise of Faunestein.** The Vampire Lord Faunestein crosses over on Veils Eve to begin a reign of terror across what is now the Glaustian Empire.

**-983: The Fall of Faunestein.** Raising an army of peasants, Glaust marches across the land defeating Faunestein's undead forces. Total victory is at hand when Glaust raids Faunestein's castle and kills the Vampire Lord in his lair before succumbing to his own wounds. Glaust's death prompts Navaeus to consecrate the castle with the holy power of the Council of the Twelve Elder Gods.

**-700: The Birth of Maximillion Tasadantilis.** An Avatar of the Council of the Twelve Elder Gods, Tasadantilis is born in the coastal town of Reef's End.

**-653: Construction of Tasadantilis' Tower.** The archmage Tasadantilis starts construction on a magnificent tower, 20 miles south of Reef's End. Construction is completed in two weeks.

**-600: Construction of the Port at Tasadantilis' Tower.** In an attempt to help the Glaustian Empire enter the world stage, Tasadantilis aids in the construction of a massive port. The port is capable of docking 15 Galleon classed vessels at once with dozens of smaller craft having births.

**-400: The Construction of the Braunhouse Coaching Inn.** Brandon Braun establishes the Braunhouse as a way point between the Port at Tasadantilis' Tower and Glaustshine.

**-350: Braunhaven is founded.**

**-325: Estevar Braun is named burgermeister of Braunhaven.**

**-300: Relevar Braun is awarded a Title of Nobility by the Imperial Crown.**

**-173: War between Braunhaven and the Solvanus Elves.**

**-002: First Signs of Sickness Appear.**

**Year Zero: The Era of Plague.**

**Year Three: The rise of Emperor Belusian Cestus.**

**Year Two Hundred: The Current Age.**

## RELIGION IN BRAUNHAVEN

Despite what the Chapel of the Known Gods implies, the Braunhaven region existed long before the Reckoning. In this period of prehistory, Braunhaven was ruled by the nature spirits of the Old Gods. In fact, it was not until the collision of another plane of existence that the Council of the Twelve Elder Gods came to

Braunhaven. What caused this planar collision is a point of conjecture among scholars but what is clear is that the Council of the Twelve Elder Gods spent little time in exerting their will upon their new world. Unlike the more neutral Old Gods, the Council took a more direct hand in the shaping of the mortals of Braunhaven.

## The Old Gods

Through collision, cataclysm, and fire, the world came into being. It was Montus, the God of Elemental Earth that came into existence on this day. The collision of multiple chunks of rock forming the world literally sparked the consciousness into the mortal realm. The heat and pressure of the formation of this new realm gave birth to Thurras, the God of Elemental Fire. For a time, Montus and Thurras worked together to mold Braunhaven to their liking.

Friezia, the Goddess of Elemental Air was formed by Montus and Thurras, Her winds sweeping across the newly formed realm. And finally, Sadus came into being when a storm of comets impacted with Braunhaven, seeding the world with water and thus was born the Goddess of Elemental Water. It was these four Gods that gave birth to Sainasz; a product of their lustful orgy. Left to His own devices, Sainasz gave birth to the Elves. Mortal playthings to focus on. Seeing this new creation, Montus, Thurras, and Sadus coupled to create the Dwarves.

Seeing that Elves and Dwarves were lacking feeling, Sainasz and Thurras joined again to create Wedding, the Goddess of Love, Compassion, and Fertility. Wedding fell in love with Sainasz and the pair gave birth to Tula. Feeling

that she had no purpose, Tula gave birth to Humans and Halflings. And thus, the world of Braunhaven was populated by the four elder races.

Even after the Reckoning, the Old Gods are still venerated, though their worship is mostly by the Druids. While Druids form their circles, there is little cohesion to their official worship. One Druid may leave a symbol of tied together twigs to honor Sainasz; another may leave a bowl of water with a leaf floating in it. There is no one way. The Chapel of the Known Gods includes the Old Gods in their services, but they are not the focus of the Chapel.

## Montus

*God of Elemental Earth, Mountain Father, the Great Rock Father. Domains: Elemental Earth, Nature, Tempest. Neutral Alignment.*

Montus is considered the All Father of the Old Gods and is depicted as an impossibly large, humanoid shaped mountain with a flowing white beard made of snow and a horned iron helm upon His great head. Montus is stoic and embodies true neutrality in his dealings with mortals. He is slow to anger and rarely moves for anyone. However, if he is brought to anger, his retribution can be swift with earthquakes that can devastate regions, swallowing whole swaths of land.

Worship of Montus is generally conducted by Druids. These circles build monuments to Montus in the form of great rings of menhirs in fields and forest clearings. Montus has no distinct holidays, though He is represented at all major festivals, as it is thought that He is always present. During the Festival of Giving, it is believed that Saint Baldwere is sent down from the Schelus Mountains

where he lives in the realm of Montus, Friezia, and Sadus.

## Tula

*The Mother Goddess, Goddess of Grain and Livestock, Patron Mother of Humans and Halflings, Goddess of Brewing and Harvest. Domains: Nature, Life. Neutral Alignment.*

Tula is the Goddess that created Humans and Halflings, though there is much debate on which came first. However, if you ask any Halfling, they'll tell you that Humans came first, and that Halflings were created to inject joy into their lives. For many, this seems to be as good an answer as any. Tula is generally depicted as a pleasantly plump, smiling, old woman, wearing an apron with sprigs of wheat in the pockets.

Her greatest gift to her children was the knowledge of cultivating grain, farming, and domesticating livestock. For without these things, Humans and Halflings would never have risen to the heights that they have. Once her children mastered this knowledge, it is said that Tula gifted them with the knowledge of brewing and distilling, so that they could rejoice after the work they had completed. Of all the information lost to prehistory, farming techniques and brewing recipes seem to have lasted the test of time.

Worship of Tula is an ongoing cycle from spring to fall, with thanks given during the winter months. Her primary holidays are the Festival of Renewal, where many births generally take place, and the Festival of Harvestide. Every inn and farmstead have a small shrine to Tula where an offering of burning sage is left. Druids are known to perform cleansing rituals on farmland and to help with childbirth when needed.

## Wedding

*Goddess of Love, Compassion, and Fertility, Patron Mother of Weddings. Domains: Nature, Life, Light. Neutral Alignment.*

It can be said that few of the Old Gods have more direct impact on mortals than Wedding. Some scholars argue that Wedding is likely another aspect of Tula, though many Druids insist they are separate entities. It is because of Wedding that the Elves flourished a thousand years before the coming of Humans. And it is because of Wedding that the Dwarves can reproduce at all. It is Wedding that aids in the coupling of mortals and it is Wedding that stays their hand with mercy in times of war.

Wedding is worshiped throughout the year, for there is a day of the week that is set aside specifically for officiating marriages. However, Her primary holidays are the Feast of Saint Somen and the Festival of Renewal. It is said that it was Wedding that prompted the love between Somen and his beloved Cassiandra, hoping to overcome Cassiandra's infernal nature. More weddings take place during the Festival of Renewal than at any other time of year and it is common for the bride to already be with child before the marriage.

Wedding is depicted as a young woman with an alabaster complexion, in a white dress, accented by bronzed oak leaves. Druids are known to worship Wedding on the solstices in orgies deep in the forest that last throughout the night.

## Thurras

*God of Elemental Fire, the Great Flame, the Ash Father. Domains: Elemental Fire, Tempest, War. Chaotic Alignment.*

Thurras has a peculiar relationship with mortals. On the one hand, mortals would not be able to exist without the warmth given by His fires or be able to cook without the heat of flame. But left unchecked, Thurras will consume all that he purveys, turning all to ash and destroying those that seek his warmth. Thurras is most shown as a great flame leaping from the opened, rocky, palm of Montus.

Magic-Users are the most likely to worship Thurras, though there are several Fighters. The Magic-Users are kept at a distance with the fear that they are just as likely to start a conflagration as they are to assist in putting one out. Fighters are feared for their mere presence on the battlefield and all soldiers know that it only takes a few to put down an entire army.

## Friezia

*Goddess of Elemental Air, the Great Wind Mother, the Gentle Breeze. Domains: Elemental Air, Tempest, Nature. Chaotic Alignment.*

Friezia, the Goddess of Elemental Air, was born from the heat of Thurras moving across Montus' open hand. She is a fickle goddess, not truly caring much for mortals. Friezia is most often depicted as a spinning cyclone moving inland over the sea, whipping up crashing waves around Her.

While Friezia does not have any major holidays, she is the patron Goddess of the town of Reef's End. Likewise, she shares a major temple with Sadus at the Port at Tasadantilis' Tower. She is most

worshipped by Druids and sailors, though some farmers venerate her for the turning of windmills, as well. It is well known that Friezia's mood is fleeting and can shift suddenly. Sailors are well known for giving offerings of fish to the seagulls before a journey in the hopes of garnering favor with the Goddess of Elemental Air.

## Sadus

*Goddess of Elemental Water, the Great Wave Mother, the Kraken in the Deep. Domains: Elemental Water, Tempest. Neutral Alignment.*

Most worshipped by sailors and river folk; Sadus can be a cruel Goddess. Sadus is considered to be an outsider among the Old Gods, as she came to Braunhaven in the form of comets after it was created by Montus, heated by Thurras, and windswept by their daughter, Friezia. It was her demand of mortals that a day be set aside for worship of all the Gods. And when the mortals complied, she continued to batter their coastal towns in stormy seas or flooded farms with swollen rivers.

Sadus is commonly shown as a kraken, rising from the deep to devour a sailing ship. Her most common worshippers are sailors, sharing a temple with Friezia at the Port at Tasadantilis' Tower. Offerings are often given to her, in the form of a basket of baked crab, in the town of Reef's End, though she is feared there. Druids of the Circle of Waves can often be found on the solstices performing rituals on the coastal beaches and near rivers, often in the form of a human sacrifice.

## Sainasz

*Patron Father of Elves, God of Forests, Lord of Woodland Beasts. Domains: Life, Nature, Knowledge. Lawful Alignment.*

Sainasz is best known for giving birth to the Elves and for creating the forests of Braunhaven. He is best shown as an impossibly large treant, reaching down to plant a sapling. Among the Elves, Sainasz is known for protecting them from the Goblinoid God, Gorruush, and waging a war to keep their race from invading the forests.

Being a kind and gentle God, Sainasz is known for giving mortals a day of rest. A day when they need not toil in their fields, nor spend their time worshipping the Gods, a day simply to rest and reflect. He is well known for creating a tranquil space for all mortals to seek shelter. The most likely worshippers of Sainasz are Elves and Druids of the Circle of Land (Forest), though there are many Rangers and other folk that live off the land that also venerate Sainasz. Loggers are known to give offerings to Sainasz, in the form of planting a sapling, before harvesting trees. In the past, the Elves have been prompted to go to war, in the name of Sainasz, when their forests were threatened by overlogging. While there is a balance that is allowed, the Elves do not tolerate when proper respect to their patron Father is not given.

## The Council of the twelve Elder Gods

The Council of the Twelve Elder Gods is not from the material plane that Braunhaven inhabits. Instead, the Council was deposited here when their plane of

existence, The Celestial Palace, collided with the material plane. The collision of these two planes caused a hundred-year cataclysm, now known as the Reckoning, which shook the world to its core. Entire species went extinct, while others were introduced to Braunhaven from The Celestial Palace. At the end of the Reckoning, The Celestial Palace tore away from the material plane, leaving the planes of the Fey Realm and Shadow Realm shredded between.

The Council was just as surprised by their new world as the inhabitants of Braunhaven were by their presence. It didn't take long for the Elder Gods to recognize the immense power they held over Braunhaven, and their egos would not allow them to resist wielding it. The Council made the decision to walk the land of mortals to explore their new demesne. With no restraint, they became the predominant theology of Braunhaven over the course of time. While the Old Gods followed along the lines of neutrality towards mortals, the Council of the Twelve Elder Gods introduced the order of law and the unpredictability of chaos. Rather than living in harmony with the material plane, they espoused to conquer it, control it, and destroy it as their whims suited them.

This desire to control all that they see led to both good and evil. The creation of the seasons, as dictated by the edicts of law, helped the mortals in planning for their crops. The release of wildfires and famine, as imposed by chaos, destroyed entire regions. The Council of the Twelve Elder Gods seems to use the Old gods, as they see fit. And, for their part, the Old Gods do not seem to buck against the yoke.



## Janus

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*King of the Elder Gods, Ruler of The Celestial Palace, the Beginning of Time, the Winter Lord. Domains: Knowledge, Nature. Lawful Alignment.*

Until the Reckoning, the Elder Gods had little cohesion. It was Janus that formed the Council of the Twelve Elder Gods to explore the material plane. It was Janus that created the seasons and created the concept of time for the mortals. Janus is depicted as a towering human man, naked except for a sash made of snow that billows off into wisps in the wind and wielding a staff that hurls wintry blasts of snow and ice.

Janus generally views mortals the way a child may view ants they are burning under a magnifying glass. He delights in their suffering, though He makes attempts to understand them. Occasionally, He can be capable of great acts of compassion towards them and, often, is completely indifferent to the suffering they create for themselves. He is quick to hand out punishment for what mortals may deem the most ridiculous of petty crimes towards the Gods, while remaining uncaring when another Elder God goes against one of His edicts. The adage of, "Do ye as Janus commands, not as Janus does," is a common one among the races of Braunhaven.

The primary holiday where Janus is venerated is the Festival of the Dawning Year. Janus demands that mortals give a week of festivities to properly honor Him for a bountiful new year. It is often blasphemously noted that it is more likely that Janus demands this festive holiday since mortals had just spent the previous month giving gifts to one another in honor of His consort, Deccus.

## Festus

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*Queen of the Thawing Heart, Mistress of Fickle Desire, Her Ladyship of Lust. Domains: Life, Tempest, Trickery. Lawful Alignment.*

Festus is often shown as a beautiful woman with alabaster skin and raven black hair. She is depicted as wearing a black and red lace dress that accentuates her lithe body and carries a black scepter, capped with a red velvet heart. At times, She is known for working closely with Wedding, while at others the two seem to be constantly at odds. The desires and emotions of mortals are Festus' favorite playthings.

Festus is commonly known for thawing the heart of the stoic young woman and changing her mind to fall in love with a lesser suitor. "Festus knows, he wasn't such a bad guy and you two could do quite well," is a frequent nod among circles of women in towns and cities. But She is also known for turning men and women astray from their relationships. She plays up the desire for another, even if it is just for one night. She whispers in the ear that no one will find out. And then She revels in the lust that is wrought from her duplicitous designs.

While Festus has no specific holiday, She is often revered during the Feast of Saint Somen. Either in the form of warning that one's paramour may only be a fleeting tryst or that a particular couple is simply meant to be.

## Maerucus

*The Messenger, the Herald of Spring.*  
*Domains: Nature, Light, Life. Lawful*  
*Alignment.*

Maerucus is lighthearted and known best for bringing news to the mortals that spring, and thus new life, has arrived. He is most depicted as a tall, well built, human male with glowing white eyes and large angelic wings. This depiction is usually seen as He flies out of a storm cloud, with lightning crashing around him. This is fitting, as Maerucus is seen as the one to announce a pregnancy, pushing apart the darkness and letting joy into the world.

Maerucus has attempted to court Festus on many occasions since the Reckoning. These attempts have met with differing degrees of success, though most tales seem to imply that Festus simply gave in to Maerucus' amorous endeavors. The two have never been seen as a couple in the cosmology, but it seems to be a fun pastime for the clergy of the Chapel of the Known Gods to gossip about the "what if."

While Maerucus does not have any official holidays, His message is awaited by all as it means the coming of spring. This fact doesn't seem to bother Maerucus, though. He simply moves on and happily brings the message of new life to Braunhaven. Some have hinted that Maerucus may have a darker side and some minor cults seem to bear this out. Though, the fact remains, He has not shown this to be the case.

## Aeupus

*Daughter of the Rains, Giver of*  
*Nourishment, the Gray Lady. Domains: Life,*  
*Nature. Neutral Alignment.*

Aeupus is usually shown as a woman dressed in a gray dress with dark storm clouds for hair that trail behind Her. She is known as the Daughter of the Rains, since it is Aeupus that brings gentle rainfall that nourishes the crops of mortals. She is slow to anger and it is rare that She brings a storm or flood. Her moniker as the Gray Lady is because the skies seem to be a dark gray shade when her presence is felt.

The Gray Lady spends much of Her time in the Shadow Realm, with Her lover Octus, shrouding the realm in dark clouds and a constant misty rain. When she and Octus fight, the Shadow Realm is replete with thunder and lightning storms. Aeupus has little interaction with mortals, seeming to touch them briefly and then move back to the Shadow Realm. She has a major holiday that She shares with Tula, The Festival of Renewal. Thanks are given during the holiday to ensure that the rains will nourish the crops for the coming harvest.

## Massus

*Harbinger of Summer, the Gatekeeper, the*  
*Tactician. Domains: Arcana, Knowledge, War.*  
*Neutral Alignment.*

Massus is often overlooked by most mortals, as He has no distinct holiday. Magic-Users and Illusionists, however, know Massus as the Gatekeeper of arcane knowledge. It was Massus that ensured the birth of Maximillion Tasadantilis, by assuming the form of a mortal, and gifted some of His arcane spark to the child. In turn, Tasadantilis created a great library at the Port at Tasadantilis' Tower that is open to all that seek knowledge.

He brings word of the coming of his brother, Janeau, and the joy of the coming summer. It is also Massus that is most commonly worshipped by the military, as it is He that gives sure victory in battle. It is common to find a shrine to Massus in military encampments and prayers are offered to Him before battle. Massus is often depicted as a Spartan-like warrior with a gleaming gold breastplate and a spear made of lightning.

## Janeau

*The Warm Prophet, Lord of Sunlight, Bringer of Dawn. Domains: Light, Life. Lawful Alignment.*

Janeau is the Sun Lord of Braunhaven and is welcome for bringing the summer season. He is generally seen as having a moderate temperament and it is often said that He stood at the bedside when Maximillion Tasadantilis was born. He is usually shown as a tall human male, wearing a white toga and having a circlet of pure sunlight in His wavy blond hair.

While Janeau is regarded as important as the Lord of Sunlight and the Bringer of Dawn, He has no specific holiday. Instead, the races of Braunhaven offer a morning prayer to Him each day. It is not unusual to find a large shrine erected to Janeau during the Festival of Midsommer, though he does not share that holiday. It is often said that He has a long-standing rivalry with Octus, His brother, and that the two clash during an eclipse of the sun or moon.

## Gulief

*The Celestial Bride, Mother Summer. Domains: Light, Nature, Knowledge. Neutral Alignment.*

Gulief is the wife of Janus, though the two are estranged due to Janus spending time with His consort Deccus. This causes Gulief to be unpredictable at times. When She is in a foul mood, the mortals pay for it with long, hot, summers that last for months. During these times, droughts can be common, and livestock suffer. Gulief is generally depicted as a tall woman in a dress woven from grass reeds and wearing a circlet made of pine boughs.

Her most beloved holiday is the Festival of Midsommer, where the solstice is commemorated, and the warmth of summer allows mortals to enjoy the outdoors. It is said that, even when She is in a foul mood, the holiday will bring a smile to her and allow the warmth of summer into all that attend.

## Agaron

*The Warbringer, Feeder of Tombs, the Angry Lord. Domains: War, Trickery, Death. Chaotic Alignment.*

Agaron is an angry and vengeful God. Depicted as a gigantic Cyclops in full plate armor and wielding a massive iron maul that he uses to crack the earth with hammering blows, he strikes fear into most mortals. Yet, while he is feared, he is also coveted by nobles and the military, for it is His angry might that can win the day on the battlefield.

It is well known, after the fact that Agaron has prompted some of the largest wars in history. The heat of His anger seethes in the hearts of men and moves them toward deeds that they may otherwise have reconsidered. His holiday is Mournshadus; a day of remembrance for all who have lost their lives in battle. It is a solemn day, where offerings in the form of wood, bone, or antler carved tokens are left at the Chapel of the Known Gods for soldiers that have lost their life.

## Septum

*Grandfather Harvest, the Brewmeister, the Waning Days. Domains: Life, Nature. Neutral Alignment.*

Septum is generally depicted as an old man, wearing a straw hat, sitting under a tree with a tankard of ale in one hand and an apple in the other. This visual depiction is better at describing the demeanor of Grandfather Harvest than any other. He is perfectly happy to see the work of the harvest done by the young mortals and to reap the benefits of the Waning Days of summer. Septum is slow to anger and seems to get genuine joy out of taunting Agaron or teasing Gulief about her husband's dalliances. This usually leads to

some war or a long and dry summer, but Septum just sits back and enjoys a snack.

Reverence of Septum takes place at the Festival of Harvestide, which he shares with Tula. It is said that he delights in the apple pies and sausages that the mortals make during the festival and is well known for his overindulgence in beers and ales.

## Octus

*The Lord of the Dead, the Night Bringer, He in the Shadows. Domains: Death, Trickery, Arcana. Chaotic Alignment.*

Octus is the ruler of the Shadow Realm and the Lord of the Dead. It is believed that when one dies, their soul crosses the veil into the Shadow Realm. Here, the soul lives, much as they did in their mortal life, with no memory of who they were or of their loved ones. At some point, whether that is a week or millennia, they are summoned to Octus' court to be judged. Their heart is weighed against their actions and Octus decides whether they are to be sent to the heavens beyond or to the pits of the hells below.

Octus is depicted as a pale skinned and very frail middle-aged man. He wears black hooded robes and has white hair. He is known for walking with a staff capped with a circular pendant, set with a red ruby. A black crow sits on his shoulder. He is the lover of Aeupus, though the two have a toxic relationship. Aeupus seems forever depressed and Octus is constantly dark and brooding. Their arguments shake the skies of the Shadow Realm with thunder and lightning that sometimes splits the veil and spills into the material plane.

It is well known that the veil is thinnest between the Shadow Realm and

the material plane on Veil's Eve. Octus is venerated on this holiday, as children dress up to beg for treats and the dead sometimes cross over into the mortal realm.

## Navaeus

*The Cold Mistress, the Stygian Queen, Frostmagden. Domains: Knowledge, Trickery, Arcana. Chaotic Alignment.*

Navaeus is an oddity among the Gods. She successfully descended into the hells and took over the Stygian layer for Herself. And She rules Her layer of Hell with an iron fist. Navaeus is usually shown as a tall woman with the legs of a goat, curling horns sprouting from her head, and wearing shaggy white furs.

While Navaeus rules Stygia, She is not cruel simply for cruelty's sake. For the most part, She is fairly even tempered in Her dealings with mortals. A mortal always has a choice with Her and there is generally a reason that Navaeus ends up on your doorstep. It is said that She rules Stygia from a fortress carved from ice, atop a windswept crag. Nobody has returned from Stygia to prove this, one way or the other.

## Deccus

*The Winter Lord, the Frozen Consort, Giving Father. Domains: Life, Tempest. Lawful Alignment.*

Deccus is well known for demanding that mortals spend the month giving each other gifts and generally being kind to one another. He is also lesser known as being the consort of Janus and the cause of much consternation between Janus and Gulief. Deccus is a festive deity that enjoys a large feast, a blazing hearth, and strong drink. He is often depicted as a middle-aged man with a black goatee, wearing a royal blue

robe with white fur lining. It is rare that He is ever shown without His smoking pipe and it is said that you know Deccus is near when you can smell the smokey scent of vanilla, tobacco, and nutmeg in the air.

The Festival of Giving, a month-long holiday celebrating Deccus, is His only holiday. And it is such a massive affair that Deccus needs no other holiday. Most mortals start preparing for the Festival of Giving months in advance. Deccus often walks the material plane during the festival, enjoying His time with the mortals that feast in His name. "Always invite a stranger to your party! You never know if it is Deccus in disguise," is a common saying during the festival.

## Vueslux

*The One God, The Dark One, The Cronefather. Domains: Death, Evil, Undead. Chaotic Alignment.*

Originally, Vueslux was the ruler of the Stygian layer of Hell but was supplanted by Navaeus. Clawing his way out of Hell, he has used his powers of deception to carve out a domain on the material plane and lives among mortals. Vueslux is depicted as an impossibly old man with a hooked nose and sharpened teeth. He wears a black, hooded robe and carries a hooked staff made from a gnarled tree branch. He is commonly seen in the company of three black hags that do his bidding.

The worship of Vueslux has been mandated as the only legal religion of the Glaustian Empire, bringing darkness to the surrounding lands. Vueslux plans to use the Empire to transform the material plane into a new Hell that he will rule with an iron fist.



## Avatars, Demigods, and other Deities

While the Old Gods and the Council of the Twelve Elder Gods make up the bulk of religion in Braunhaven, they are by no means the only deities. There is a plethora of other Gods, some regional and some specific to other races. An example would be Gorruush, the immensely bloated mother deity of the Goblins. Or Saladeesh, the Efreeti that rules the pantheon to the east. In addition to these two examples, there are a variety of devils, demons, and other powers that are sometimes worshipped as Gods.

Likewise, numerous Demigods and Avatars walk the material plane. Some know their status, but many others are completely unaware. Demigods come about when the Gods have sex with mortals and then abandon the child, usually immediately after conception. If the God gives birth to the child, it is usually left in the forest or on the outskirts of a village to fend for itself. There are dozens of tales of foundlings. For obvious reasons, you generally do not hear anything about the children that weren't adopted into a family in this manner. These children usually find some aspect that they excel at very early on, though they may still not be aware as to why. Occasionally, the God parent may feel compelled to inform the child, usually in adolescence, of their true parentage. This is commonly because the God needs their child to perform some great feat that would be beyond other mortals or because the God needs that extra assurance of success. It should be noted that this is never out of the mortal concept of love. Demigods are chess pieces in the maneuverings of the Gods.

Avatars differ from Demigods in that they are a primary aspect of the Gods themselves. While the Gods can assume

mortal form and walk the material plane, they rarely do this for long. Aside from the obvious fact that the Gods do not wish to be slain in their mortal form, they find the limitations of the material plane boring. The Gods have many plates that they are spinning at once and not being able to see all of them is not something that any God enjoys. Avatars allow the Gods to always have a direct representative on the material plane. The Gods must be careful in their creation of Avatars, as they do not have direct control over them. Many of the Gods intentions, for good or ill, have gone completely off the rails because an Avatar has a mind of their own. It should be remembered that while an Avatar may be created by one God, the divine spark used in creating them gives them aspects of all the Gods and thus an Avatar can ascend much more easily than a Demigod.

### *How this affects game mechanics:*

**Demigods.** A character that starts out at level 1, as a Demigod, may add +2 to the player's choice of Strength, Dexterity, or Constitution. This is on top of any racial or class bonuses. Demigod characters also automatically gain specialization in one weapon that they are proficient with, without consuming any proficiency slots (this is regardless of whether your game is using the optional Weapon Proficiency rule). This grants a +1 bonus to attack and damage rolls with that weapon. In addition, the character is given a divine quest of the Referee's choosing. This quest acts as if a Geas spell has been cast on the character. The Referee may or may not impose this quest upon the character at any point, not necessarily at level 1. Demigods age at half the rate as mortals.

**Avatars.** A character that starts out at level 1, as an Avatar, may add +1 to every

Ability Score. Spellcasting classes may choose one spell from each level, as they progress, to cast at will one time per day. However, the character must choose one type of damage that they are vulnerable to (fire, bludgeoning, cold, etc.). Avatars stop ageing after reaching middle-age for their race and are effectively immortal.

*Referees should carefully consider allowing player characters to be Demigods or Avatars, as they can create unbalanced game play.*



## Maximillion Tasadantilis

The best-known example of an Avatar of the Known Gods is Maximillion Tasadantilis. Born in -700, Tasadantilis, as he is known, grew up in the town of Reef's End. It was known immediately of his importance, but his mother tried to raise him as a normal child. He excelled in academics and had taught himself to read at the age of three. By the age of eight, Tasadantilis had already mastered several spells and was studying any arcane book he could get his hands on.

In his teen years, Tasadantilis left Reef's End to become an adventurer. He longed to see the unseen and to know the unknowable. Many tales have been spun about the adventures of Tasadantilis, some having a kernel of truth, while others are complete fantasy. What is true is that he returned to the coast in -653 and began construction on his tower. Using arcane magic and elemental forces, he was able to construct the tower within two weeks without the aid of others.

His ability to see the bigger picture led him to begin construction of the Port at Tasadantilis' Tower in -600. He knew that if the Glaustian Empire was to make its mark on the world, it would have to become a trading power. In addition to hundreds of skilled workers, Tasadantilis again used his arcane magic to raise the massive port from the coastline. His crowning achievement was a grand library, open to all citizens, that functioned as a vestibule to his sorcerous tower.

It is unknown what ultimately happened to Tasadantilis. After the Era of Plague, the Port suffered great losses and today stands empty. Ships have been left to rot or sink in the harbor and the land has begun to overtake the structures. Tasadantilis, himself, has not been seen in over a hundred years. Some think that he ascended to The Celestial Palace, others think that Emperor Cestus killed him in some climactic battle. The truth of what happened may never be known but the world seems darker without him.

# ECONOMICS AND TRADE

In the current age, trade caravans have all but dried up as the Glaustian Empire has closed its gates and the Imperial Port at Tasadantilis' Tower has become a ghost town. Arabashian traders still make their way west to Braunhaven once or twice a year to trade in spices, silks, fine jewelry, rich tobaccos, and coffee. Because of these caravans, the Eastern Tradeway is rife with bandits and highwaymen.

While it is said that the gates to the Glaustian Empire are closed, it isn't to say that there is no travel. A tax collector and his entourage make their way south from Glaustshine once every three months to collect the Imperial Tax. The official tax is a draconian 30% on all wealth owned by an individual but it is well known that the tax collectors are a corrupt lot and will take more than their fair share. The people of Braunhaven have little choice but to pay and nobody has stood up to the collectors for many years. The result of this is that the farmers and townsfolk are kept rather poor with barely enough to get by. It is common for peasants to stash some coins or jewelry, hidden away from the tax collectors.

## Braunhaven Coinage

Most trade in Braunhaven is conducted with coins of various precious metals and weights, though many merchants and traders will also accept barter as a form of payment. The various coins are listed and described below, with a conversion chart added for easy reference.



**Drakh Pence:** The Drakh Pence is a small copper piece coin, stamped with a stylized

engraving of a coiled dragon. First introduced to Braunhaven by Orentis, the coin became a standard for the Glaustian Empire. A Drakh Pence is usually an alloy with a high copper content.



**Fey Shill:** A Fey Shill is the standard silver piece and the most common coin found in Braunhaven. Stamped with the image of a dancing fairy, the Fey Shill is generally at least 80% pure silver.



**Elsworth:** The Elsworth is a coin made of pure electrum and is the rarest coin found in Braunhaven. Minted by the dwarves of the Schelus Mountains to the west, a few of these coins have made their way across the Barburus Trade Bridge. The Elsworth is stamped with the symbol of the Schelus Dwarf Clans.



**Cestus Piece:** Stamped with the image of Emperor Belusian Cestus, the Cestus Piece is the standard official coin of the Glaustian Empire. The Empire claims to guarantee that each Cestus Piece is 99% pure gold, but few have attempted to question this as those that do are immediately arrested for forgery.



**Trade Coin:** Merchants and trade caravans that plan to do large amounts of business generally deal in Trade Coins. The standard platinum piece of Braunhaven. a Trade Coin is a pure platinum disk with a pure gold stamped center. Trade Coins are less rare than the Elsworth but would not be considered a common site in Braunhaven. Those in possession of Trade Coins that are not merchants are often questioned as to how they received such valuable coins.

## COIN CONVERSION RATES

	1 pp	1 gp	1 ep	1 sp	1 cp
<b>Trade Coin</b>	1	5th	10th	50th	500th
<b>Cestus Piece</b>	5	1	half	10th	100th
<b>Elsworth</b>	10	2	1	5th	50th
<b>Fey Shill</b>	50	10	5	1	10th
<b>Drakh Pence</b>	500	100	50	10	1

## Selling Treasure

The people in the few towns of Braunhaven are not wealthy, by any means, and most are certainly not traders or merchants. During the summer months and early fall, upwards of 500 gold pieces per month for the town can be spent on purchasing items sold by adventurers. This is due to the influx of coins from the Arabashian traders that come up from the East. In the winter and spring months, this drops to a paltry 250 gold pieces per month for the town, because money needs to be spent simply surviving the colder months and spent on seed to plant the crops. On average, shop owners are willing to pay a quarter of the value for items listed in the *Old-School Essentials Player's Tome* but can be bartered up to half the value with a successful CHA ability check.

Magic items are generally considered to be of almost priceless value, so the Referee will need to decide if these items can be sold at all. Most townsfolk will be intimidated by these items and may be embarrassed by how little they can offer for such things. It may be required to make a CHA Ability check to simply get a shopkeeper to discuss such an item. Bonuses of +1 to +3 should be applied, depending on how well the characters know a particular shopkeeper.

For those that are brave enough to travel to Glaustshine, the Glaustian Imperial capital, they may be more successful in selling looted equipment. However, they will first need to avoid suspicion that anything they are trying to sell is stolen. Attempts to sell magical items will almost always be met with suspicion and will undoubtedly lead to the characters being tracked by authorities, brigands, or various thieves' guilds throughout the city. However, assuming that they can find their way through the maze of bureaucracy and thievery, items will generally sell for half their listed value and can be bartered up to three-quarters the value with a successful CHA ability check at -2.





# Braunhaven and its surroundings





## The Braunhaven Region

The town of Braunhaven sits towards the center of a large river valley area. The town occupies a strategic point in both military and trade terms, as it sits at the confluence of the Imperial Tradeway, the Eastern Tradeway, and the Barburus Trade Bridge. In the late spring through early fall, this brings some trade caravans from Arabashia in the east, as they make their way across the Barburus Trade Bridge to the Schelus Mountains. At times, this can cause the Braunhouse Coaching Inn to fill to capacity, with tents filling the courtyard to create a small market and fair. In turn, this has attracted bards and acrobats from afar to perform for the crowds.

The caravans also bring many fighters and knights, as the traders tend to hire or are granted these men and women for protection. The Eastern Tradeway is a prime hunting ground for brigands of all stripes. More than a few caravans have been left decimated and looted, never to reach their destination. This has also caused a small mercenary business to spring up in Braunhaven, as there are worse threats further east.

## The Eastern Tradeway

The Eastern Tradeway consists of a cobblestone road that travels from the town of Braunhaven nearly a thousand miles to land of Arabashia in the east. Once leaving Braunhaven, the road soon finds its way out of forests and valleys and travels through swamps, jungles, and finally a vast desert. While the road in Braunhaven's environs is easily detected, there are many places further east where the road is overrun by swamp or the shifting desert sands. The traders and merchants that make their way up and down the road are excellent trackers and have much

experience in following the road, even when it cannot be easily detected.

The road has several small shrines and inns along its length. Near Braunhaven, the shrines are generally dedicated to the Twelve Elder Gods, though smaller shrines to the Old Gods are present, as well. Shrines to the Old Gods may simply consist of a small area to camp around a fountain spring or a menhir, while shrines to the Elder Gods usually consist of a small single room temple. It is common to see small graveyards near these shrines, where travelers on the road have perished and must be attended to.

As the road travels further east, the shrines and temples slowly start to change towards the pantheon of Gods found in Arabashia. Some speculate that these are simply other aspects of the Old Gods or the Twelve Elder Gods, though Arabashians tend to insist that their Gods are the true Gods of the universe. More information on Arabashia may be found in a future supplement.

## The Barburus Trade Bridge

The true history of the Trade Bridge has been lost to time. Indeed, the Barburus Trade Bridge existed before the founding of the Braunhouse Coaching Inn! It is widely believed that the bridge was constructed by the ancestors of the dwarf clans that dwell in the Schelus Mountains.

The bridge is an engineering marvel. Spanning the Great River, the Barburus Trade Bridge is nearly a half mile wide, with a length of almost six miles to cross. Made of petrified timber, the bridge boasts twenty-foot-tall statues of the Old Gods along either side of its length, posed as though holding the great bridge aloft from the Great River.

On the western side of the bridge, a road of marble flagstone leads through the rocky foothills of the Schelus Mountains to the kingdoms of the dwarf clans higher in the mountains. The foothills are a dangerous area as they are the home of the Rok-Skull Orc Tribes. While it has been many years since the tribes made their way across the Great River to attack Braunhaven, they are an ever-present threat and are known to attack anyone traveling through the foothills.

## The Imperial Tradeway

The Imperial Tradeway traverses from Glaustshine, the Imperial Capital, in the north all the way to the Imperial Port at Tassadantilis' Tower on the southern coastline. The road is generally in poor but serviceable condition, being much worse south of the town of Braunhaven where it is overgrown with vegetation and cracked cobblestones. North of Braunhaven, the road is rutted and potholed, but clear for travel. The Glaustian Empire has not spent tax revenue on repair of the Imperial Tradeway for more than a hundred years, as international trade has been closed.

Four times per year, the northern stretch of the road sees increased traffic, due to the movement of the Imperial tax assessor. In addition to the armored treasure wagons, carriages, and cadre of Imperial Knights, it is not unusual for a small number of masons and craftsmen to travel with the caravan. These masons tend to the worst parts of the northern Imperial Tradeway, while the craftsmen work to repair wagons and harnesses.

It is not unusual to see bandit attacks on the tax caravans on the northern stretch of the road. These usually end badly for the bandits, though some have made off into the wilds with a treasure coach on occasion. Generally, bandits will post scouts along the northern road and only make the

attempt at the tax caravans if they have the superiority of numbers. Any other attempts are only attempted by the foolhardy or those suffering from heroic idiocy.

The southern stretch of the Imperial Tradeway sees little traffic in the current age. A few pilgrims will make the journey to or from the town of Reef's End, but travel can be treacherous. The Port at Tassidantilis' Tower is known to harbor many dangers and it is common for travelers to go missing or be injured along the way. Luckily for travelers, few of the creatures found in the Port follow anyone out of its walls. The Imperial Port, Tassidantilis' Tower, and Glaustshine will be detailed in a future product.

## The Solvanus Forest

The deep, dark, old growth forest takes up most of the southeast and stretches all the way to the southern coastline. Known to be the home of the kingdom of the Solvanus elves, it is rumored to also be the demesne of many other fey or Sylvan creatures. Pixies, Nixies, Sprites, Will-o'-the-Wisp, Warp Beasts, and many others can all be found in the Solvanus Forest. It is widely believed that the veil between the Fey Realm and the material plane is thinnest within the dark boughs of the forest.

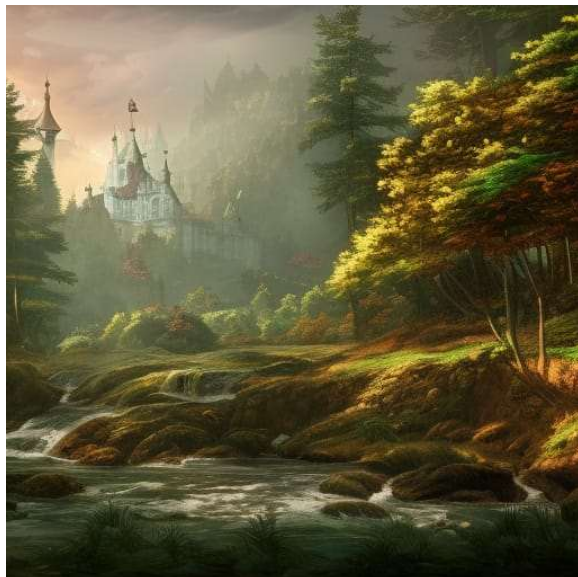
The forest still shows signs of the terrible war between the people of Braunhaven and the Solvanus elves and may never fully recover. A large swath of the forest was cleared, with axe and flame, deep into its recesses and the western and northern edges of the forest bare many burn scars. Despite this, the Elves and the people of Braunhaven have made peace and seeing elves in the town is not an uncommon sight.

## The Ruins of Castle Braun

In -300, when Releva Braun was awarded the title of nobility, the Braun family constructed a great castle. The few paintings of the castle that exist today show it to be a grand spectacle. The white marble facade gleamed in the morning sunlight, while at night the many hearth fires could be seen glowing in the windows.

With the downturn in fortunes for the town of Braunhaven, so too did the castle fall into decline. With the death of Gilda Braun and her three sons, the Braun family name came to an end. And so to did habitation of the castle by the nobility. Scholars, however, are unclear on if this was the last heir to the Braun dynasty. If there was, no heir has emerged since that fateful last stand to claim their birthright.

In the current age, Castle Braun mostly lies in ruin. Inhabited only by desperate bandits and occasionally monsters from the surrounding countryside, the castle stands empty. None that have plumbed the depths of the castle have returned with any treasure or news of what they had seen. It is said that ghosts and other undead make the ruins home, but there has been no confirmation to these tales.



## The Town of Braunhaven

Braunhaven is a simple town on the confluence of the Tradeways, the Barburus Trade Bridge, and a small river that empties into the Great River. The town sits approximately twelve miles from the ruins of Castle Braun and the tops of the castle can be seen on a clear day in the distance.

In addition to the town proper, Braunhaven is surrounded by small farmsteads that dot the landscape in a twenty-four-mile radius. Among these farms is a thriving halfling shire and more than a few gnome communities on the edge of the Solvanus Forest. All these people come together to make a cozy community in the town.



The center of the town is the Braunhouse Coaching Inn, the original cornerstone of the community. Having sat empty for nearly 190 years, the Braunhouse is now alive and active once more. Teka Crackerbottom, a halfling from the local shire, has taken up residence in the old inn and renovated it. The Braunhouse reopened its doors nearly ten years ago and saw the town come back to life.

From these humble beginnings of rebirth, the town now boasts a blacksmith, armorer, wheelwright, general store, alchemist, and an open market. It is an open secret that a small black market exists in Braunhaven, as well. However, many on the town council believe that any successful town or city needs to have a black market to thrive. As such, the town militia seems to take light touch when dealing with most cases. There is a 1-6 chance to find something on the black market, while thieves, acrobats, assassins, and Half-Orcs have a 3-6 chance.

The town militia is not a formal or professional fighting force, by any means. The town constable, Markor Melsmith, is a Fighter by trade but the bulk of his forces are volunteers from the town and countryside. Anything more than breaking up a brawl at the Braunhouse's taproom or dealing with a petty theft is cause for the townsfolk and militia alike to take cover. Markor is fond of using the turtle as his metaphor for this defensive action, "'tis best to pull inside the shell to let the danger roll off yer backs, rather than stick yer neck out and lose yer head."

A local druid, Felister Ainsworth, has taken up residence in the Temple of All Faiths. The temple sits at the west end of the town, near the Barburus Trade Bridge, and holds services in honor of the Old Gods. Felister offers healing to those in need and does not judge one's faith.

## The Braunhaven Town Key

The following entries are keyed to the map of Braunhaven on page 32.

- 1.) **The Braunhouse Coaching Inn.** The inn has stood in this location since almost -350. After passing through

the family, the inn was abandoned and fell into disrepair with the loss of the Braun bloodline. In the current age, the Halving Teka Crackerbottom runs the inn and has set to restore it to its former glory.

- 2.) **The Imperial Tradeway.**
- 3.) **The Eastern Tradeway.**
- 4.) **To the Barburus Trade Bridge.**
- 5.) **The All Faiths Temple.** This small church is dedicated to both the Old Gods and the Council of Twelve Elder Gods. Presently, the church is ministered by a druid named Felister Ainsworth, who can offer healing to those that are in need in return for a small donation.

### Felister Ainsworth

**AC** 7 [12], **HD** 5 (10hp), **Att** 1 x staff (1d4), **THACO** 17 [+2], **MV** 120' (40'), **SV** D9 W10 P12 B14 S12 (Druid 5), **ML** 6, **AL** Neutral, **XP** 300, **NA** 1 (0), **TT** Q

- **Spells:** *Animal Friendship, Speak with Animals, Cure Light Wounds, Slow Poison, Call Lightning, Cure Serious Wounds*
- 6.) **Blacksmith.** Run by a dwarf named Anvil, the smithy is the second half of an armory business run by the Billet brothers. Anvil is an expert at forging metal and he and his brother can craft most weapons and armour.

### Anvil Billet

**AC** 4 [15], **HD** 1 (4hp), **Att** 1x war hammer (1d6), **THACO** 19 [0], **MV** 60' (20'), **SV** D8 W9, P10, B13 S12 (Dwarf 1), **ML** 8, **AL** Neutral, **XP** 10, **NA** 1 (0), **TT** G

- 7.) **Armourer.** The second half of the Billet brothers' business, Stonesey is the town armourer. For twice the listed price, Stonesey can make custom items, as long as the needed components are brought to him.



### Stonesey Billet

**AC** 4 [15], **HD** 3 (12hp), **Att** 1 x war hammer (1d6), **THAC0** 19 [0], **MV** 60' (20'), **SV** D8 W9 P10 B13 S12 (Dwarf 3), **ML** 8, **AL** Neutral, **XP** 35, **NA** 1 (0), **TT** G

- 8.) **Wheelwright.** Willem Farkerson and his three sons run this shop, catering to wagon repair for the traders and merchants that make their way along the Eastern Tradeway. Willem's three sons, Arthur (17), Cameth (14), and James (10) are assistant Wheelwrights. All four are Normal Humans.
- 9.) **Alchemist.** Gemma Farkerson, wife of Willem the Wheelwright, runs a small apothecary in town. Gemma is a skilled Alchemist and usually has several potions and herbal remedies available for sale. Gemma is a Normal Human.
- 10.) **General Store.** A gnome named Niema Crinklegringle runs the general store for Braunhaven. During the late spring and summer months, Niema usually has a sale on certain items. You could save up to 25% on a 10' pole! Niema is a skilled Illusionist and delights in doing magical tricks for the children in town.

### Niema Crinklegringle

**AC** 5 [14], **HD** 4\* (13hp), **Att** 1 x dagger (1d4), **THAC0** 19 [0], **MV** 60' (20'), **SV** D13 W14 P13 B16 S15, (Gnome Illusionist 4), **ML** 8, **AL** Lawful, **XP** 200, **NA** 1 (0), **TT** C

- 11.) **Open Market.** The local farmers have an open market that operates every morning from eight bells to five bells in the evening. Livestock are sometimes traded here, as well.
- 12.) **Tenement Homes.** There are numerous townhomes available throughout Braunhaven. However, many of these homes are empty and in need of serious repair. As people move back into the town, it is likely that these homes will fill up. Perhaps by adventurers.
- 13.) **Town hall.** The town hall is where the town council meets, the burgermeister runs the day-to-day affairs, and the town constable maintains a small, three cell, jail. The mayor and the council are Normal Humans. However, the constable is trained as Fighter and has trained the town militia.

### Markor Melsmith

**AC** 4 [15], **HD** 5+1 (24hp), **Att** 1 x sword (1d8), **THAC0** 17 [+2], **MV** 60' (20'), **SV** D10 W11 P12 B13 S14 (Fighter 5), **ML** 9, **AL** Lawful, **XP** 400, **NA** 1 (0), **TT** V

### Town Militia

**AC** 5 [14], **HD** 1 (6hp), **Att** 1 x sword (1d8), **THAC0** 19 [0], **SV** D12 W13 P14 B15 S16 (Fighter 1), **ML** 5, **AL** Lawful, **XP** 10, **NA** 1d4 (1d6), **TT** Q





# The Races of Braunhaven

All the races can be found in Braunhaven, though some are fewer in number than others. Most commonly you will find Humans, Elves, Dwarves, Gnomes, and Halflings. Half-Elves are seen living with humans but are sometimes shunned by Elven communities. Half-Orcs are generally shunned by both Orcs and Humans, being forced to live in the wild with brigands. The peoples of Braunhaven are fairly accepting, though, and will show compassion after a time.

Dark Elves, Grey Dwarves, and Deep Gnomes make their homes in the Underworld and are rarely seen on the surface. These races are commonly looked upon with suspicion until they prove their character to those of the surface world. There are many access points to the Underworld throughout Braunhaven and, sooner or later, it can be expected that these races will come to the surface for good or ill. Or perhaps it will be the surface dwellers that will invade the Underworld in search of treasure and ancient discoveries.

All character races should follow the rules for character creation found in the *Old-School Essentials Advanced Player's Tome*.

## Dark Elves

The surface world doesn't know much about the Dark Elves. They've heard stories from adventurers or from those that have escaped the Underworld to tell of their misfortunes. The Dark Elves have been known to make small raids to the surface to enslave people or to sacrifice them to their

arachnid gods. Or that is what most people believe.

Long ago, the Dark Elves ruled a subterranean empire that stretched many leagues through the Underworld. The Dark Elves were peaceful, nature loving, demihumans at this time. Their magnificent cities, carved of stone and natural crystal, were works of art that few could hope to witness. All of this came to an end with the rise of the Cult of Arachnia, a demonic presence worshipped as a Goddess. As the cult grew, Arachnia demanded more and more sacrifices, thus decimating the population of the Dark Elves.

Some Dark Elves attempted to fight the cult but by then it was too late. Many were forced to flee into the Underworld, while entire cities were enslaved by the Priests and Priestesses of Arachnia. Aided by Arachnia's Arachkin minions, the Dark Elf society changed almost overnight. The Dark Elf empire collapsed in on itself and many of their large cities have become spider infested ruins, waiting to be plundered by those of daring.

In the current age, many Dark Elf cities are centered around a temple to Arachnia. A High Priestess rules the city, known as the Queen Mother. Attending the Queen Mother are numerous lesser Priests and Priestesses. Under Arachnia's tenants, males can never gain any real power and are always subservient to the Priestesses, however. A male Dark Elf that displeases the Queen Mother, or any Priestess, are likely to be forced into servitude as a Arachkin after a sacrificial ritual of



transformation, becoming a half spider and half Dark Elf brute.

Many of the Dark Elves that escaped Arachnia's persecution have secreted themselves away in the Underworld to create their own enclaves and cities. Worship of Sainasz among these communities is common. The Dark Elves of these communities are known to give aid and assistance to adventurers that find themselves in the Underworld.

*Examples of Dark Elf names: Tazlog, Everhervs, Kronolvir, Hun'ep, Altonaghar, Kilafin, Imrrar, Rilynth, Ethexena, Hun'val, Neerriia, Desprahel, Minithra, Melt'ar, Brorri, Jusztiir, Saradriia, Waegloara.*

## Grey Dwarves

While all Dwarves live in citadels carved into and under the mountains, the Grey Dwarves take this down to a whole other level. Carving large cities out of the deep stone of the Underworld, the Grey Dwarves are an insular and xenophobic people. The infamous city of Felsoncleft is a marvel of engineering.

In the distant past, the Grey Dwarves were a vassal race to the Dark Elves. It is because of the Grey Dwarves that many of the great Dark Elf cities were constructed. But with the rise of the Cult of Arachnia, the Grey Dwarves rose up and resisted. A great war between the two races raged across the Underworld, finally ending in a stalemate. With the Dark Elves fighting their own rebellion from within, they chose to retreat and leave the Grey Dwarves to their own devices. Having achieved what they set out for, the Grey Dwarves constructed their own Underworld kingdom.

Unfortunately, the Grey Dwarves inherited some of the worst traits from their Dark Elf overlords. They still have one of the largest slave trading operations in all

the Underworld, using slaves for nearly every menial task. Outsiders are warned against travel to or through Felsoncleft, as they will at best receive a cold welcome and at worst be captured and forced into slavery.

The Grey Dwarves have an autocratic police state society. Due to their mental powers, one never knows who may be listening. This lesson has been taught multiple times to the many slaves that attempt to escape or sough dissent. Presently, Felsoncleft is ruled by King Juwel Stein of the Clan Stein. Clan Stein has been on the seat of power in Felsoncleft for the last 700 years and rules with an iron fist.

The primary economy for the Grey Dwarves are slaves, gems, precious metals, and a potent ale made from fungi found in the Underworld. This foul smelling and tasting ale is traded throughout the Underworld as, "Grey Dwarf 611," and can be found in many parts.

The mining operations of the Grey Dwarves are extensive, with mine shafts running around, and in, the entire city of Felsoncleft. Prized gems and precious metal are pulled from these mines and have made Clan Stein quite rich. Unlike their surface cousins, the Dwarves, Grey Dwarves are not as skilled at smithing, however. Grey Dwarf weapons and armour, while being perfectly serviceable, lack the artistic nuance of those crafted by Dwarves. Like all things, the Grey Dwarves value stoic function over form. A similar trait can be found in the architecture of their cities. A simple stone door will suffice and does not truly need decorations or engraving, for example. The exception to this is in their temples to Thurras, the most worshipped God in Felsoncleft.

*Example of Grey Dwarf names: Khardahr, Rockhunter, Hardan, Vengepride, Kromkom, Flamepride, Gramdur, Stormdrum, Grilgarn,*

*Wickedward, Dolgram, Benmand, Ednyss, Doombleeder, Misdryn, Ingsyl, Proudhold, Lysnora, Gyndille, Gwinvian, Braenla, Nesla.*

## Dwarves

The Dwarves of the Schelus Mountains are hearty people. It is common to see Dwarven traders coming into Braunhaven on the backs of moose to trade their finely crafted wares. Prizing fine craftsmanship and gold, Dwarven axes are sought after by many Fighters and woodsmen alike.

The largest Dwarven citadel in the Schelus Mountains is Zolotoheim and is ruled by King Kamin'Ston of the Dwarven Ston Clan. While being stubborn, practical, and conservative, the Dwarves of Zolotoheim are still considered a friendly and warm people. Visitors to Zolotoheim can expect warm hearths, hearty food, and strong (some may say, extreme) drink. Dwarven whiskeys, aged for a minimum of fifty years in Stoneoak barrels, is said to be 150 proof!

Zolotoheim boasts many iron, silver, electrum, and gold mines. Gems, being the byproduct of these mines, are plentiful and used in trade and currency. Indeed, electrum from the mines is used to mint the Elsworth electrum piece, the standard currency of Zolotoheim. This currency is so widely used that it has become the standard electrum piece used in all Braunhaven, as well.

Dwarves most commonly worship Montus and great temples and statues depicting the Mountain Father are seen throughout Zolotoheim. The clerics of Montus frequently back expeditions deeper into the old mines of the Schelus Mountains in search of lost Dwarven strongholds or citadels. Relics from these lost sites are voraciously sought after.

Some of the best weapons and armour can be found in Zolotoheim. Given time, the Dwarves have been known to custom craft magical items of both beauty and practical capability.

*Example Dwarf names: Thikid, Twilightjaw, Dhoghouc, Caskpike, Groustric, Mosgrumlin, Thunderminer, Brarnut, Bukhomri, Barbedhorn, Garbumri, Ingotforge, Snabrouthra, Madealyn, Kragshield, Khemnisli, Umikhola, Omwaelda, Welgrounelyn, Hekhetain.*

## Elves

The most common Elves in Braunhaven hail from the Solvanus Forest. The Solvanus Elves have spent many years trying to heal their forest from the ravages of the past. Large swaths of burn scars are still found clearing areas deep into the forest. The fabled city of the Solvanus Elves, Drzewodolek, remains one of the most beautiful sites in all Braunhaven, despite the troubles of the past.

Drzewodolek is hidden among the treetops of the Solvanus Forest and only the Elves know the direct path to finding it. Many of the other races have made their way through the Solvanus and completely missed the city in the trees. Drzewodolek is run by a council of elders, rather than a king or a queen. This council of the five elders generally tend toward being powerful spell casters, though rangers and druids have also been members. The current mandate of the council is one of isolation. While they seldom turn away people that come to their city, those that do find their way there are viewed with suspicion.

The Solvanus Elves appreciate all things of beauty and nature. They are masters of crafting both wood and steel, blending the two in many cases. Elven weapons are always engraved with filigree, even their

arrows are of an artistic expression. Elven longbows are some of the best available in all Braunhaven. Elven quarterstaffs are a much sought-after item for many Magic-Users, as well.

The Solvanus Elves are expert vintners and have crafted some of the best wines and sparkling wines available. Bottles of such beverages usually fetch a hefty price outside of Drzewodolek. The Elves are notoriously vegetarian and cultivate many grains, fruits, and vegetables from the Solvanus Forest. Many Dwarves, famous for their love of red meat, will gladly enjoy a meal in Drzewodolek.

The Elves almost universally worship Sainasz and have a temple inside a giant white Stoneoak tree in the center of the Solvanus Forest. Elven clerics and druids alike administer prayer and healing to those in need.

*Examples of Elven names: Usunaar, Haryk, Theynore, Magkrana, Othorion, Agandaur, Grefaren, Fenfina, Oncith, Genmoira, Glarald, Caikas, Eirina, Mormaer, Imryll, Elnelis, Lyeneru, Yllaric, Essaerae, Trisdove, Siraye, Elayarus, Eloimaya, Vengolor, Ciliren, Ayda, Fayeth, Fenfaren.*

## Gnomes

The Gnomes of Braunhaven make their homes in underground burrows along the edges of the Solvanus Forest and in the foothills of the Schelus Mountains. Gnomes do not generally have any major cities or settlements, but burrows of twenty to as many as 100 families are common. Most Gnomes prefer a simple, cozy life in their burrows spent tinkering with magical creations, researching arcane spells, and crafting hearty cheeses, beers, and brandy.

Historically, Humans of Braunhaven have often mistaken the entrance to a Gnome burrow as a fairy door. While

neither is typically threatening (unless you open it unannounced), this has usually led to Humans avoiding the area around burrows. This suits the Gnomes just fine. They make their presence known when they desire it and retreat to their burrows when they're done being sociable. That being said, Teka Crackerbottom of the Braunhouse Coaching Inn in Braunhaven does have a lucrative deal for Gnomish cheeses in her taproom.

The Gnomes have avoided any major conflicts throughout their entire history. And while there was some hardship during the Troubles with Elves, the Gnomes weathered it in their burrows. They have little interest in the affairs of bigger folk. They generally venerate Montus, Tula, and Wedding as their Gods but hold no singular God as their creator. Gnome clerics are not unheard of, but you will never find a Gnome druid.

*Examples of Gnome names: Yoshik, Starkback, Niros, Kindmane, Wartor, Wobblespell, Salryn, Whistlemantle, Wreryn, Swiftbonk, Potor, Lapparadal, Oruwin, Gerkudebir, Celgani, Flukewander, Sanili, Flickermane, Lilmila, Bafflebrand, Helyore, Berrymane, Breexis, Bickleweckle, Hembleshemble, Lilnoa, Immanar.*

## Half-Elves

Half-Elves make up less than 1% of Braunhaven's population. They do not have their own kingdom, instead living amongst the Human and Elven settlements. In Human communities, things for Half-Elves are little different than that of anyone else. However, in Elven communities, Half-Elves are often shunned or ridiculed for their mixed parentage. This can make for a difficult upbringing, causing Half-Elf children to work twice as hard to achieve the same success as Elven children.



It is often speculated that the great paladin, Glaust, was a Half-Elf. Indeed, many Half-Elves find themselves in the role of paladins and knights to this day. Half-Elves do not have any particular deity that they worship, instead choosing the Gods of the community that they were raised in. Of all the demihuman races, Half-Elves seem the most likely to hear the call to adventure.

*Example Half-Elven names: Xavcraes, Meiword, Alphanis, Oriovar, Leotumil, Altumil, Jamnan, Frilben, Gaerqarim, Leolanann, Halylynn, Lescharis, Faenalore, Copisys, Faeyra, Jenlahne, Safnalore, Jenxipha, Maremalis, Ophivyre.*

## Halflings

Halflings are a kind, gentle, and welcoming folk with a shire along the river to the northeast of the town of Braunhaven. Generally known for their cultivation of grains, livestock, fruits, and vegetables, Halflings are the ultimate masters of farming. While not being known for their bravery, the Halflings of Braunhaven have had their fair share of adventurers.

The shire in Braunhaven produces some of the best ales and beers for a refined palate. Halflings truly take delight in crafting the perfect beer or ale. And of course, these are meant to be paired with their excellent breads, cheeses, meat pies, fruit pies, roasts, fowl, salads, biscuits, crackers, and any other food one can imagine. There seems to be a beer for every pairing, and it is not unheard of for a shire tavern to have upwards of fifty different kegs of ale or beer on tap. Halflings simply love food and beer.

The second love of Halflings (or perhaps the first love and the reason for the fondness of beer and food) is the cultivation of tobacco and pipeweed. The shire is the purveyor of some of the finest

and smoothest tobacco in all Braunhaven. And Halfling pipeweed is known to be some of the earthiest and most mellow to be found, producing a relaxing state of mind without overly altering one's state of consciousness. Often, tobacco and pipeweed are sold in a mix, simply referred to as Shiresmoke, which has a rich vanilla scent and an earthy flavor mixed with a hint of chocolate. Many enjoy a bowl of Shiresmoke at the end of the day to relax and unwind after dinner.

*Example Halfling names: Garver, Lightsun, Panpos, Thistlewood, Sandal, Riverglide, Urizor, Lonetopple, Yarser, Stoneleaf, Xanry, Leabloom, Warmshadow, Orilan, Fernheart, Keenbelly, Jilcey, Fastcheeks, Kelmia, Marblewind, Diaalyn, Summerkettle, Shaeyola, Brambleace, Stonerabbit, Hillienne, Swiftbraid.*

## Half-Orcs

When Orcs raid Human settlements, they rarely only take valuables. It is not unheard of that this can later result in Half-Orc children. Often, these offspring are left in the wild as infants to perish. But for some, they grow to adolescence and discover the animosity of both Orcs and Humans. These young adults frequently leave to make their way on the fringes of society or with brigands out in the wilds, where their kind can be moderately accepted. Often, this leads to Half-Orcs learning the talents of larcenous persuasion.

Most Half-Orcs would tell you that the Gods have forsaken them, and few hold any affinity towards one or the other. They have no kingdom or community, beyond that of the brigand camps in the wilds. Some of these Half-Orcs do go on to be great adventurers, despite their troubled upbringing and hurtful past.

In addition to the classes for the Half-Orc race found in the *Old-School Essentials*

*Advanced Fantasy Player's Tome*, Half-Orcs may also take the Barbarian class up to 10<sup>th</sup> level.

*Example Half-Orc names: Brakobark, Ollomar, Zusark, Kruogul, Ketur, Lumarall, Ronaagash, Did, Bobbert, Magaz, Elane, Goroshi, Gorodur, Senozira, Urini, Grimur, Shayitir, Sinawar, Kirawaren.*

## Humans

Compared to the demihuman races, Humans have relatively short lifespans. Despite this, they are the most prolific of the races and the most common to find becoming adventurers. Humans can be found in every corner of the world in every shape, size, and color. The most common found in Braunhaven are as follows:

**Xandamarians.** Xandamarians hail from the continent of Xandamar, where Braunhaven makes its home. They are generally lightly complected with blonde, brunette, or red hair. Eye colors range from blue to brown, with hazel or green being fewer in number.

**Arabashians.** Coming from the land of Arabashia far to the east, Arabashians are known to be dusky skinned with dark features. Black and brown hair is common, as are brown eyes. Rarely, blue, green, or even grey eyes are found among their people. Arabashians are generally slender but have a muscular build.

**Styginians.** Coming from the far reaches of the north, Styginians are a tall and hearty people. They are known for their sea fairing skills and their ability to survive in extreme cold. Hair colors are usually blonde or red, with brunettes being fewer. Eye colors are almost always blue or green. Styginians are powerfully built, with some reaching almost 7' in height.

**Orentians.** The very distant nation of Orentis lies beyond the sea to the south. A nearly endless expanse of ocean that the Orentians seemed to master. Experts at navigation and sailing, the Orentians are of a slight build and may be mistaken for Elves. They have an olive complexion and tend towards black or brown hair. Brown eyes are nearly 100% in their culture.

While the bulk of Humans in Braunhaven will be of Xandamar descent, Arabashians, Styginians, and Orentians are still common enough to be found in nearly every facet. Humans can be found in every career or class in the land. They worship nearly all the Gods, with some of the goblinoid Gods or the Gods of the Underworld being an exception.

Unfortunately, the hearts of Humans are easily corrupted, and evil can grow mightily among their race. Some of the greatest acts of Chaos have been perpetrated by Humans and many, whether they were a part of it or not, carry that guilt.

*Examples of Human names: Gifford, Norvin, Emmanuel, Phil, Searlas, Quintin, Adhelard, Barkley, Welborne, Karlitis, Kareem, Valerio, Saladin, Viktorine, Joan, Jeanee, Cilia, Bell, Florinda, Henrietta, Emily, Irma, Tiziana, Mafalda, Abril, Ramonda, Ambra, Fausta.*

## Deep Gnomes

It is said that it is difficult to find a completely sane Deep Gnome, and this may very well be true. While Gnomes build their burrows, Deep Gnomes chose to go deeper still. Living closer to the surface than other Underworld races, the Deep Gnomes have still had a rough time of things.

Long ago, the Deep Gnomes were enslaved by a colony of Mind Lashers. Using the Deep Gnomes as a food source and to lure in unsuspecting surface dwellers, the Deep Gnomes were mindless

thralls. It was through the heroic actions of a party of adventurers that rescued the Deep Gnomes and made them what they are today. At least, that is what most Deep Gnomes will tell you. And keep in mind that the story changes with every telling.

Deep Gnomes prize gems above all else and build their communities around their mines. The largest community in the Underworld is called Klenothome and consists of nearly 500 families. The gems are used in all manner of mechanical automatons and gearwork creations. Many of these are truly wonderful pieces of art, while others are simply curious pieces of excavating machinery.

Deep Gnomes are the most common to worship Thurras, Agaron, and Octus, though any of the Gods may be worshipped. Deep Gnomes tend towards the Neutral or Chaotic alignments, though any may be chosen.

*Example Svifneblin names: Grirbla, Scrapnose, Wudgill, Sturdycounter, Schnaathuc, Rockrater, Wurblad, Jedefingers, Ghiddlec, Driktind, Fredgald, Zulkand, Tilelegs, Sugga, Flintcutter, Shurge, Topazbender, Grishe, Ghalsha, Khalmann, Kangiara, Schugniashe, Khemkielke, Alabasterear, Kinyira.*

## Languages in Braunhaven

The following is a list of the most frequently encountered languages.

**Handeln (Common).** Handeln, frequently called “the Common Tongue,” or simply *Common*, is a trade language that developed among the merchants and traders of the region. Consisting of both speech and hand movements, Handeln is spoken by nearly

everyone in the region. Many of the monster races may also speak Handeln, or at least understand it.

**Adanchandeln (Deepcommon).** Those that dwell in the Underworld have developed their own trade language, based on Handeln. While the two languages share many similarities, it is nearly impossible to effectively communicate between the two languages. Both parties will need to have a full grasp of either.

**Laidin (Lawful).** Laidin is most frequently used in holy texts but sometimes is spoken by those of the Lawful alignment. It is often used in legal texts or High Court proceedings, as well. The language consists of a heady mix of overly complex terms (where a simpler phrase would suffice) and, in many cases, legal references. Due to its complexity, it is often thought of as a “dead” language.

**Lleidr (Neutral).** Often incorrectly referred to as “thieves’ tongue,” Lleidr is a secret language of hand gestures, blinks, motions, and obfuscating speech. Those that speak Lleidr can say something innocuous and mean something much different. A simple conversation about the warm weather we’re having this Midsommer can actually be about the movements of an Orc warband coming across the river. Lleidr is usually seen in use among the brigands, rogues, and the black markets of the region.

**Maluminferus (Chaotic).** The Dark Speech of chaos is not frequently heard spoken aloud in the Braunhaven region. Many fear that even speaking the language may bring about the wrath of Gods, demons, or the powers of the hells themselves. It is with some curiosity that the language has been openly spoken in Glaustshine, though. Spoken in harsh whispers with guttural rasping consonants, many shiver in fear at hearing it.

**Solvan (Elvish).** The Elves of the Solvanus Forest speak a dialect based on a more common Elvish tongue. In most cases, Solvan can be spoken and generally understood by Elves of other parts of the world. A floral language that sounds almost like a song, Solvan is beautiful to hear.

**Damhshek (Dwarven).** The Dwarves of the Schelus Mountains speak a dialect of the Dwarven tongue called Damhshek. The script consists of runes, many of which may have different meanings depending on context. The spoken language is harsh and consists of many rolled 'R's' and rasping from the back of the throat. It is notoriously difficult to learn.

**Damhgarr (Gnomish).** Damhgarr shares some similarities with Damhshek but is distant enough to be considered its own language. Replacing the rolled 'R's' with clicks of the tongue, Damhgarr can sometimes be humorous to listen to by those that don't speak it.

**Stwffbyr (Halfling).** Most Halflings speak Handeln, but Stwffbyr is still spoken in the shire. Most frequently heard in lively songs, Stwffbyr is best heard over a pint of frothing ale and a cutting board of meat and cheese. It is rumored that Stwffbyr has nearly 200 words for "beer," one of which is "cwrw."

**Pukischoll (Goblinoid).** Pukischoll is spoken by Goblins, Kobolds, Orcs, Ogres, Bugbears and Hobgoblins throughout the region. Each of the races has their own dialect but can generally communicate with one another. If not for their general disagreeable disposition towards one another, this may have been cause for alarm. But since they rarely band together for very long, the peoples of Braunhaven need not fear these races communicating with one another.

**Draco (Dragon).** Spoken by Dragons, some Lizard Men, and some Kobolds, Draco is most found mixed in with arcane texts. Draco is a harsh language that may sometimes be confused with Maluminferus when heard but lacks the whispers inherent in that language. Draco script consists of runes, like Damhshek but with stylized flourishes that are reminiscent of Solvan.

### Human Dialects

**Gurnvold.** The language of the Glaustian Empire and the most frequently spoken language in the Braunhaven region. Frequently, road signs or official decrees are posted in both Gurnvold and Handeln. Gurnvold script is known for having too many vowels next to each other but is otherwise easy to learn.

**Laaraba.** The language of distant Arabashia in the east. Laarabic may be overheard when Arabashian traders speak to one another, but Handeln is generally spoken by these people when in the Braunhaven region. The language is spoke from the back of the throat and can be difficult to make out by those not versed in it.

**Sprogkurt.** The language of the hearty Styginians shares many similarities with both Gurnvold and Damhshek. Sprogkurt has many words for "gold," "whale," and "mead," each of which may be used in different context. This can make learning the language difficult as one must decide in which context they are speaking. Those that are not native speakers can sometimes be laughed at by native Styginians, as they have chosen the wrong context for word use and produced a rather humorous sentence.

**Gengoshon.** Rarely heard in the Braunhaven region since the closure of the Imperial Port at Tassidantilis' Tower, Gengoshon is the language of far off Orentis. The language consists of many different



dialects, each with their own script, which can make deciphering it difficult for non-native speakers. Gengoshon is usually learned one dialect at a time, and they can

almost seem to be individual languages in themselves.

## Flora and Fauna of the Braunhaven Region

Many of the plants and creatures that one would expect can be found in Braunhaven. Everything from rats, badgers, goats, and chickens all the way to unicorns, owl bears, perytons, and purple worms and many more can be found all over the world. Peppermint, wild mustard, lavender, pepper, sage, and many other herbs, spices, and wildflowers abound. The following is a small listing of some of the flora and fauna that is unique to the Braunhaven region.

### Herbs, Wildflowers, and Fungi



**Pixiewort.** Appearing as a strange fungal pod that sprouts into purple wildflowers, Pixiewort is believed to be a cross

pollination between the material plane and the Fey Realm. The flower petals can be dried and made into tea or potion that will cause sleepiness in those that imbibe it. Often used in medicinal remedies or as a sleep aid by the people of the region (as per



the *Sleep* spell with a range of Self). The fungal pod and stem may also be dried and made into potions by skilled alchemists. Drinking such a potion will cause the imbiber and all their held or worn items to shrink to 6" high (acts as a *Potion of Diminution*) for 1d4 Turns.

**Dracbloom.** Mistakenly believed by many to only bloom in the vicinity of a dragon's lair, Dracbloom can be found in forest

glens, mountain valleys, and in patches in the foothills. Dracbloom petals can be dried, crushed with a mortar and pestle, and made into a peppery, spicy potion. The flavor is similar to a mix of black peppercorn and cinnamon. This potion allows the imbiber to breath fire in a 10' cone, dealing damage equal to their current hit point total. Aside from its use in *Potion of Fire Breath*, the dried petals are sometimes used to spice certain foods.

### Potion of Fire Breath

The character can breath fire for a standard potion duration.

- **Range:** 10' cone. 1" wide at mouth, 4' wide at far end.
- **Damage:** Those caught in the cone suffer damage equal to the character's current hit points (**save vs breath** for half). Flammable items caught in the cone have a 3-6 chance of catching fire and being destroyed.



**Bumblesnort.** A rare fungus found in marshy forest areas, Bumblesnort can be used in two ways. The first use is as a powerful hallucinogen that is usually snorted. Users will experience powerful

hallucinations for 1d6+6 turns, gaining half of their hit dice as temporary hit points during this time. This may lead to acts that they would not normally do, believing that they are invincible. Highly addictive in this



form, Bumblesnort has a lucrative following in the black market. The second use is to dry and crush the fungus to be made into a potion that allows one to read the thoughts of others (as a *Potion of ESP*).

**Stoneoak Tree.** These large trees are usually found in the foothills of the Schelus Mountains and are a staple of Dwarven construction. The wood of a Stoneoak is dense and requires special cutting techniques, but when cured quickly petrifies. Specially trained craftsmen can create many items as the wood is curing, causing these items to take on the properties of stone. Everything from furniture to doors or even crates and barrels are made from the Stoneoak tree. The leaves of a Stoneoak appear as if made from a green, thin foil and tend to make a tinkling sound as they fall from the tree in the autumn months. Prized by artisans, the leaves are often used in crystal or metallic works of art.

## Animals and Monsters



### Stone Dragon

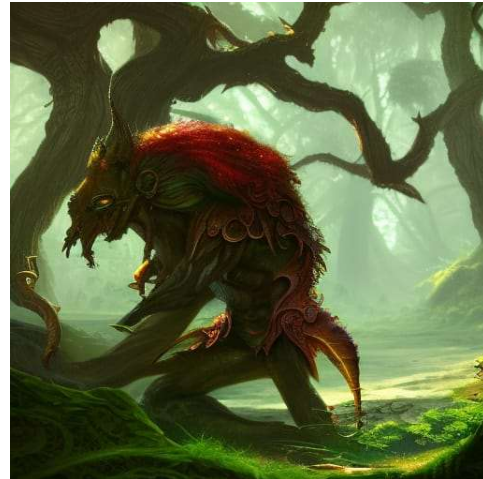
Stone Dragons are very rare, and one has not been spotted in the Braunhaven region in the last 200 years. Usually lairing in the Schelus Mountains, Stone Dragons range in multiple colors with a reddish orange on the underside of the creature and blue along the back. Sporting six legs and no wings, Stone Dragons are one of the few species of dragon incapable of flight.

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**AC** 1 [18], **HD** 7\*\* (31hp), **Att** 2 x claw (1d4+1), 1 x bite (3d6), or breath, **THACO** 13 [+6], **MV** 90' (30'), **SV** D8 W9 P10 B10 S12 (7), **ML** 8, **AL** Neutral, **XP** 1,250, **NA** 1 (1d4), **TT** H

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- **Breath Weapon:** 70' long cone of petrification (**save versus breath** or be turned to stone).
- **Language & Spells:** 20%; 4 x 1<sup>st</sup> level.
- **Sleeping:** 40%



### Shrivelkin

Loathsome creatures from the Fey Realm, Shrivelkin can be found in forests and marshes where the veil between the material plane and the Fey Realm is thinnest. Shrivelkin are around 3' tall and weigh about 110 pounds. Their outer body is covered in chitinous plates, appearing as a cross between a goblin and an insect. It is common for them to be covered in a carpet of mosses and fungi as they age. Shrivelkin are known for kidnapping babies and young children to take back to their forest lairs, often working in tandem with Fey Hags.

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**AC** 5 [14], **HD** ½ (2hp), **Att** 1 x claws (1d4), **THACO** 19 [0], **MV** 60' (20'), **SV** D14 W15 P16 B17 S18 (NH), **ML** 6 (8), **AL** Chaotic, **XP** 5, **NA** 4d4 (3d10), **TT** Q

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- **Surprise:** In a forest or marsh environment, Shrivelkin have surprise on 3-6.
- **Hate Elves:** Attack on site.
- **Pack Tactics:** If more than 3 in a group, Shrivelkin gain Morale.





## Fey Hag

The product of female infants and adolescents that were kidnapped by Shrivelkin and taken to the Fey Realm, Fey Hags are cruel and vile creatures. Appearing as old women, despite their actual age, with a hunched stature and hooked noses, Fey Hags hate all living creatures. They often cavort with Shrivelkin to kidnap children from the surrounding farms and villages near the forest they make home. Of those children that they do not eat, a select few females are secreted away to the Fey Realm.

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**AC** 4 [15], **HD** 4\*\* (17hp), **Att** 2 x talons (1d6), 1 x bite (1d8+1), or gaze, **THAC0** 16 [+3], **MV** 150' (50'), **SV** D11 W11 P12 B13 S14 (5) **ML** 9, **AL** Chaotic, **XP** 80, **NA** 1 (1d4), **TT** D

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- **Hideous gaze:** Three times per day, may gaze at a character within 30'. The target must **save versus spells** or be weakened (-2 penalty to attacks and damage) for 1d6 turns.
- **Illusion immunity:** Completely unaffected by illusions and phantasms.
- **Cloak true form:** Can cloak true appearance with an illusory form, usually that of an old village woman.



## Fairy Cat

Highly intelligent felines (1-2' long) with gossamer wings that spring up from under their thick coat of fur. Fairy cats can be found almost anywhere and are sought after by Magic-Users, who wish to befriend them and keep them as familiars. Wild fairy cats are much more feral and can be befriended on a 1-6, though a +1 may be added for good roleplay. Domestic fairy kittens will bond with their new owner quite quickly.

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**AC** 2 [17], **HD** 2\* (9hp), **Att** 1 x bite (1d3), 2 x claws (1d4+1), **THAC0** 18 [+1], **MV** 60' (20'), 120' (40') flying, **SV** D12 W13 P14 B15 S16 (2), **ML** 6, **AL** Neutral, **XP** 25, **NA** 1 (1d4), **TT** P x 10

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- **Rending:** If a victim is hit by both claw attacks, the fairy cat rends for an extra 1d6 automatic damage as it rakes with its back claws.
- **Magic resistance:** +2 bonus to all saving throws against magic.
- **Telepathy:** Communicate telepathically within 30'.
- **Companion:** Sometimes become a companion for Lawful or Neutral adventurer. Able to telepathically transmit senses to the companion up to 240' distant.





## Hay Golem

6' foot tall scarecrows crafted by evil Magic-Users and Fey Hags; a hay golem is imbued with restless spirits that loath the living. Burlap bodies are stuffed with hay, hands are made from old leather gloves tipped with the blades from rusty shears. Finally, the head is replicated with a jack-o-lantern that glows with candlelight once the ritual is complete.

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**AC** 7 [12], **HD** 2+2 (11hp), **Att** 2 x claws (1d8), **THAC0** 17 [+2], **MV** 60' (20'), **SV** D12 W13 P14 B15 S16 (1), **ML** 12, **AL** Chaotic, **XP** 25, **NA** 1 (1d4), **TT** None

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- **Mundane damage immunity:** Can only be harmed by magical attacks.
- **Initiative:** -1 penalty due to stiff movement.
- **Flammable:** -2 to saves against fire attacks; suffers one extra point of damage per die.



## Ratling

Averaging around 3' tall, Ratlings are cheery small folk that make their home in old trees and stumps. Most speak Gurnvold and Handeln, offering tea to any that comes and visits. Ratlings appear as humanoid rats that have a penchant for wearing small tweed suits. They have an affinity for gossip and are a great source of information about the local countryside.

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**AC** 7 [12], **HD** 1-1 (3hp), **Att** 1 x wooden cane (1d4), **THAC0** 19 [0], **MV** 90' (30'), **SV** D8 W9 P10 B13 S12 (1), **ML** 7, **AL** Lawful, **XP** 5, **NA** 3d4 (4d6), **TT** S (V)

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- **Hoard:** Only treasure type V when encountered in their lair.
- **Gossip:** 3-6 chance of knowing local gossip and will tell 1d4 tales.

# Folklore in Braunhaven

Tales told in taverns, inns, and around campfires by the common folk.

## The Longevity of Emperor Belusian Cestus

There are some who believe that the vampire lord, Faunestein, did not really die and that he turned Glaust into a vampire himself. They claim that Glaust formed the Glaustian Empire and then remained in hiding in the Imperial Palace only to emerge hundreds of years later as Emperor Belusian Cestus. It is true, the emperor has remained on the throne for almost two-hundred years, but the holy texts tell us that this is because of his piety to Vueslux.

## The Maiden in the Glen

It is said that on clear nights with a full moon a beautiful maiden can be seen wandering a glen to the northeast of the Imperial Tradeway, north of Braunhaven. Tales tell of how this maiden seduces those who see her and lures them away from their camp, never to be seen again. None have escaped her beautiful sight. At least that is what was told by a brother's, friend's, sister's, boyfriend's cousin over a few pints of beer.

## Fairy Cats will Steal Your Dreams

A common tale told among the midwives of the region is that a fairy cat that sits on your chest as you sleep at night will steal your dreams. They warn that if this

happens over consecutive nights, your soul will become trapped in the Fey Realm. They are quick to point out that this is what happened to poor old Mr. Folstrom, who is 92 years old and has had dementia since the age of 81.

## Ol'Rivvy Has Been Sited

The Great River is wide and deep, hiding many things in its murky waters. Those that fish in its waters claim to see a large freshwater serpent, the size of a dragon, plying its depths. Boats have been capsized without warning and some of those that went overboard were never seen again. Naming the beast Ol'Rivvy, river folk and fisherman say that the serpent is mostly seen on cloudy nights after a fog has rolled in.

## The Tax Man Cometh

Nester Falcious is the current Imperial tax assessor. He makes the journey from Glaustshine to Braunhaven every three months to collect taxes and generally terrorize the people. It is said that Falcious is a powerful necromancer and that if you do not pay your due in tax, he'll have the Imperial Knights kill you and raise your corpse to serve out the rest of your tax debt in undeath. Others claim that he isn't a necromancer, but a wight himself and you are doomed if he darkens your door at night.

## Tasadantilis is Trapped in his Tower

Nobody has heard from the archmage Tasadantilis in nearly 200 years. Many believe he died in some magical experiment gone awry, yet others insist that he is trapped in his own tower. It is said that the interior of the tower is a magical maze and that he got lost in it. They insist that anyone that frees the wizard will be greatly rewarded with riches from beyond their wildest dreams.

## Beware the Scarecrows

Several farmers in the fields of the Braunhaven region tell tales of their scarecrows coming to life and assaulting their families. They claim that someone or something is building an army of these Hay Golems for a nefarious purpose. They talk of an evil Fey hag lurking in the forest's edge, just beyond the moonlight, directing the Hay Golems to go about their destructive path. Be sure to have torches ready when traveling or camping at night.

## The Thing in Teka's Basement

Teka Crackerbottom, the halfling proprietor of the Braunhouse Coaching Inn in the town of Braunhaven says that something has been mucking about in her basement. It is to the point that she is fearful to go down to fetch fresh kegs of beer and ale! And what of the aging cheese? She's offering ten Trade Coins to whomever is willing to go down into the basement to deal with whatever is causing the ruckus.

## The Ruins of Castle Braun are Filled with Undead

The brother of one of the townsfolk in Braunhaven told the story of camping with a band of brigands near the ruins of Castle Braun. Low moans and screams were heard on the foggy night. Two of the brigands went to investigate and were never heard from or seen again. The brother says that fell shapes could be seen moving in the soupy fog and vows to never return to the castle.

## Eerie Lights in the All Faiths Temple

Strange lights have been seen in the windows of the All Faiths Temple in Braunhaven, after Father Ainsworth has gone to bed. People claim to see the shadows of someone moving about with a candle or lantern in the temple, possibly looking to loot the poor box! Constable Melsmith has investigated the matter and said that he has found no evidence of tomfoolery. Perhaps some adventurers should take a look and see what they can find out.

## A New Neighbor

A nobleman from Glaustshine has moved to the Braunhaven region and renovated an old hunting lodge. He seems to enjoy hunting at night, as the local farmsteads have heard his dogs howling in the dark and the sound of horses galloping through the edge of the forest. The hunting lodge seems to have been rebuilt almost overnight!

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# OLD-SCHOOL ESSENTIALS

## A magical world in perilous times

The world of Braunhaven recovers from a deadly plague while being ruled by a despotic emperor. Heroes are needed now, more than ever, as the people of the town of Braunhaven attempt to rebuild their lives. Details on all the character races of the world, mythic locations, religion, and a brief history of the world are given.

Prepare to brandish your swords and gird your loins, as adventure awaits in the lands of Braunhaven!

Requires *Old-School Essentials Advanced Fantasy*