



Briarholm

A Traveller's Guide to the Realm of Emberfall

Briarholm

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



“Your vault follows you between worlds. Every item safe, every coin accounted for.”

People to meet: 13

Shops: 3

Bank counter: yes

Every picture in this guide was taken in the game itself, by daylight, standing exactly where you'll stand.

Things to do

Local pastimes, prizes and the occasional public embarrassment.



Farmer Hob — roundup

Farmer Hob needs 6 runaway hens herded home once per day. Reward: 80 coins and 10 feather. They head for the graveyard, the mine and the river. Hens have morbid hobbies. *“My hens dug under the fence again. Six of them. One’s probably in the catacombs, communing with the dead.”*



The Briar Cipher

Carved on the Warden obelisk: *‘First the flame of the oaken heart, then the dead put back to rest, last the old Warden waiting by the sea.’* Solve it for 250 coins. Shouting the answer at it does not count.

Shops, banks & landmarks

Where to spend coins, store them, and pretend you meant to buy that.



Smith Ada — sells hammer, bronze bar, iron bar, mithril bar, iron axe, iron pickaxe, mithril axe, mithril pickaxe and more.

Shopkeeper Wren — sells logs, oak logs, bronze dagger, bronze sword, wooden shield, shrimp, trout, mage robes and more.

Herbalist Fern — sells health potion, mana potion, mind rune, apprentice staff, empty vial, bucket, healing herb, mana bloom and more.

Banker Rowan — bank counter. *“Your vault follows you between worlds. Every item safe, every coin accounted for.”*

Gathering & stories

What grows, swims or sits stubbornly in the ground — and who needs a hand.

Local gathering

- Logs — a fair few
- Raw shrimp — a fair few
- Wheat — a handful
- Tin ore — a handful
- Copper ore — a handful
- Oak logs — a handful
- Yew logs — a handful

Stories that start here

- **Chapter I: The Shattered Seal**
- **Hilda's Harvest Feast**
- **The Goblin Menace**
- **Pip's Pillow Fort**
- **A Cheesy Situation**
- **One That Got Away**
- **Chapter IV: The Last Promise**
- **The Watch That Stayed**
- **The Lamplighter's Lock**

Quest details stay a surprise. Ask the townsfolk; they love an audience.



People & local tips

The faces you'll see, and what they'll say whether or not you asked.

Banker Rowan: *"Your vault follows you between worlds. Every item safe, every coin accounted for."*

Smith Ada: *"A good weapon starts with a steady hand. Enter through the south door. Use the anvil, furnace or crafting table."*

Elder Maren: *"Briarholm was built on old bones, child."*

Cook Hilda: *"The range is right here — use it on raw food."*

Shopkeeper Wren: *"Welcome to Wren's General Goods!"*

Market Clerk Oswin: *"The Market links every world. Post your goods and anyone, anywhere, can buy them."*

Guard Brannoc: *"Stay sharp, adventurer."*

Ferryman Tobb: *"Step onto the dock and I'll row you to Gull Isle — 10 coins."*

Innkeep Mabel: *"Briarholm was founded by miners, you know."*

Pip: *"Wanna see my fort? It's top secret."*

Local tips

- Do the roundup early — prizes don't wait for latecomers.
- Bank your valuables before wandering off; pockets are optimistic, banks are realistic.
- The riddle answer is usually hiding in the town itself. Read the walls.
- Ada buys what you find — sell the clutter, keep the shiny.
- Lanterns light the lanes at night. Monsters still use the lanes too.