



# *The Thorp of Brâdmôr*

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## Key

1. *The Horseshoe Tavern*
2. *Edric's Stables*
3. *Osred's Smithy*
4. *General Store*

## Overview

Brâdmôr is little more than a handful of buildings and farms nestled about a small tavern at the junction of two roads. Sitting on what was once a busy trade route, the thorp experiences little traffic these days (largely due to many of the towns and villages away to the east being wiped out by war and sickness), and so, over the past century the settlement has learned to become largely self-sufficient. Indeed, none of the current residents can recall a time when life here was any different (except maybe Galinn Stonehelm - the ancient white-bearded dwarf that runs the Horseshoe Tavern), nevertheless the thorp still manages to maintain a reasonable relationship with it's closest neighbours.

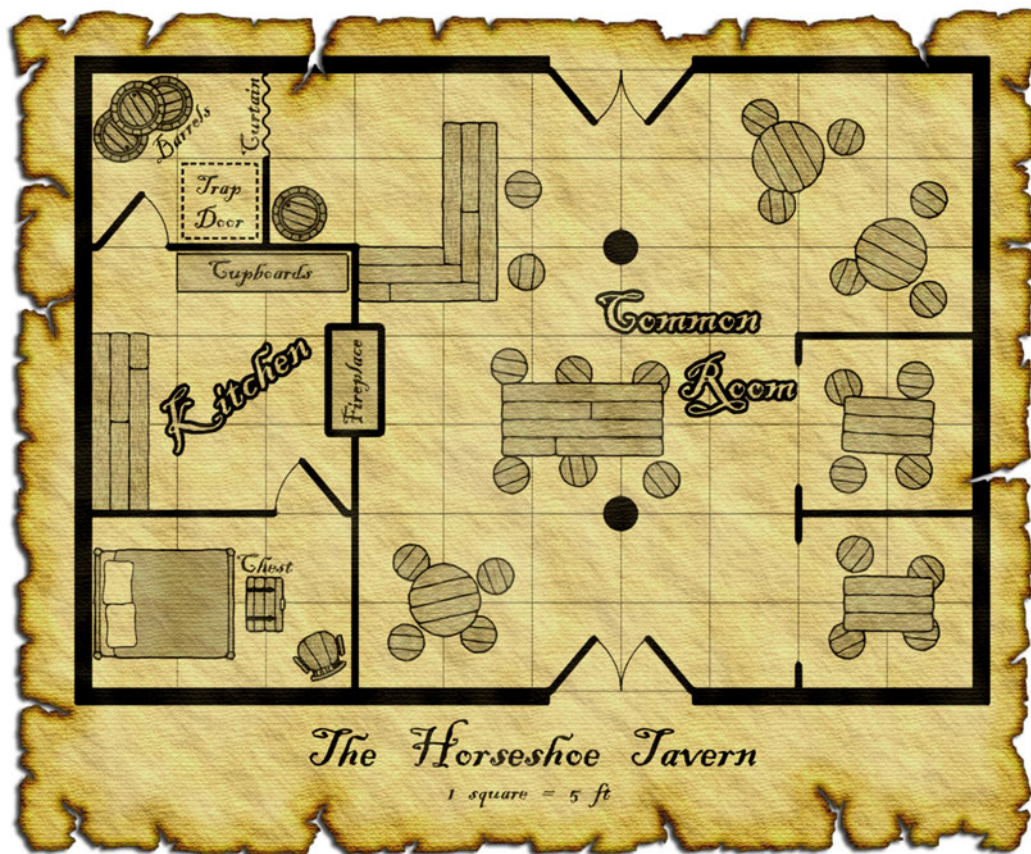
## Areas of Note

Hardly the hive of activity that they once were, the smithy and stable struggle to make ends meet nowadays, with both owners branching out into other areas in order to survive. Therefore you are just as likely to see the stable's stalls used as storage space, or full of farm animals, as you are to see them housing horses. Similarly Osred (the blacksmith) doubles as the community's keeper of the peace - as well as that of general handyman.

At the centre of the thorp, both in terms of location and in terms of it's sense of community, lies the Horseshoe Tavern. Owned and run by the dwarf Galinn Stonehelm (as it has been for over a hundred years), the cosy little tavern is a regular haunt for locals and travellers alike. In addition, it is to this dwarf that the resident's of Brâdmôr turn to for guidance when matters concerning the future or running of the settlement are involved.

👑 **Brâdmôr (thorp)**: Nonstandard; AL LN; 40gp limit, Assets 50gp; Population 25 (92% humans, 8% other).

*Authority Figures*: Galinn Stonehelm (tavern owner)  
Osred (constable/blacksmith)



Note that interior plans for all of the other buildings featured on the main map in this supplement can be found at:  
<http://www.enworld.org/CrookedStaffProductions/page3.html>

## Galinn Stonehelm (Tavern Owner)

**Male Dwarf Expert 2** CR 1; Size: M Type HUMANOID; HD (2d6)-1; hp 6; Init -3 (-3 Dex, +0 Misc); Spd Walk 20'; AC 7 (flatfooted 7, touch 7), \*Quarterstaff -2 0'/B/B (1d6-4 20/x2 Both L ) or ; SA: +1 racial bonus to attack rolls against orcs and goblinoids, +2 racial bonus on Appraise checks that are related to stone or metal items, +2 racial bonus on Craft checks that are related to stone or metal, +2 racial bonus on saving throws against poison, +2 racial bonus on saving throws against spells and spell-like effects, +4 dodge bonus against giants, Stonecunning; Vision: Darkvision (60'), Normal AL: NG; Sv: Fort -2, Ref -3, Will +4; Str 5, Dex 4, Con 7, Int 13, Wis 13, Cha 11

*Skills and Feats:* Appraise +3, Bluff +3, Craft (Stoneworking) +4, Diplomacy +4, Gather Information +4, Intimidate +3, Knowledge (Minerals) +4, Profession (Brewer) +4, Profession (Innkeeper) +5, Sense Motive +4; Toughness (1x)

*Created using PCGen 5.5.9*

## Osred (Constable & Blacksmith)

**Male Human Expert 1** CR ½; Size: M Type HUMANOID; HD (1d6)+3; hp 7; Init +0 (+0 Dex, +0 Misc); Spd Walk 30'; AC 12 (flatfooted 12, touch 10), \*Warhammer +0 0'/B (1d8 20/x3 Primary M ) or ; SA: ; Vision: Normal AL: LN; Sv: Fort +0, Ref +0, Will +2; Str 10, Dex 10, Con 10, Int 11, Wis 11, Cha 11

*Skills and Feats:* Appraise +2, Craft (Armorsmithing) +3, Craft (Blacksmithing) +4, Craft (Metalworking) +3, Craft (Weaponsmithing) +3, Gather Information +3, Intimidate +3, Knowledge (Local) +2, Sense Motive +3, Spot +2; Martial Weapon Proficiency, Toughness (1x)

*Created using PCGen 5.5.9*