



The Thorp of Beorghâm

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Key

1. *The Black Rock Inn*
2. *The Boat House*
3. *Smithy*
4. *Graveyard*

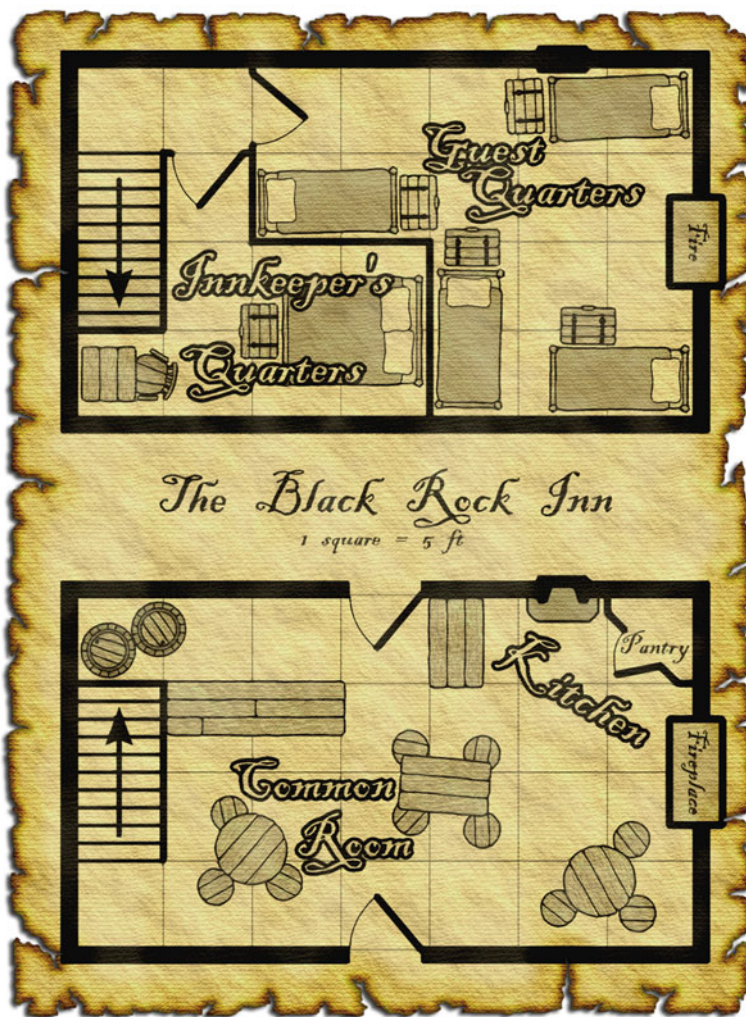
Overview

Beorghâm is a small mining community clustered around a number of rocky outcrops upon the northern bank of a narrow, slow moving river. Though the initial mine (on the north-eastern edge of the settlement) has long been abandoned, further excavations in the hills to the north and east continue to provide the settlement with a steady source of income.

It is largely due to the richness of these newer mines that the thorp has been transformed from the collection of temporary huts and shacks that stood at it's founding (approximately half a century ago), to the permanent settlement that sands here today.

👑 **Beorghâm (thorp):** Non-standard; AL TN; 40gp limit, Assets 40gp; Population 20 (85 % humans, 15% other).
Authority Figures: Jarl Daroth (of the mining guild)





Other Areas of Note

The latest addition to the settlement is 'The Black Rock Inn' - a simple brick built structure that has stood for almost a decade. Built upon the site of the thorp's former tavern (which fell victim to an accidental fire), the inn offers little more than a single ground level room and a low-cost communal guest quarters. It is at the 'Black Rock' that any out of town labourers are usually lodged.

At the centre of the settlement lies 'The Boat House' - home to Jarl Daroth (the ranking representative of the local mining guild) and his small family. From here Jarl sees to the business of the thorp's mining exports (both the river-borne traffic and that which is conveyed overland), though he is occasionally called upon to ascertain the quality of newly discovered deposits or to settle minor disputes.

With a seemingly endless supply of raw material at hand, and the reoccurring need for mining and farm tools, Beorghâm is home to a small smithy out of sheer practicality. As a result, the resident blacksmith sees more than his fair share of business, and is considered a vital and well respected member of the community.

Note that interior plans for all of the other buildings featured on the maps in this supplement can be found at:

<http://www.enworld.org/CrookedStaffProductions/page3.html>

Jarl Daroth

Male Human Expert 2 CR 1; Size: M Type HUMANOID; HD (2d6)-2; hp 5; Init -1 (-1 Dex, +0 Misc); Spd Walk 30'; AC 9 (flatfooted 9, touch 9), *Dagger (Silvered) +0 0'/P (1d4-1 19-20/x2 Primary T) or *Dagger (Silvered/Thrown) +0 10'/P (1d4-1 19-20/x2 Primary T) or ; SA: ; Vision: Normal AL: TN; Sv: Fort -1, Ref -1, Will +6; Str 9, Dex 9, Con 9, Int 12, Wis 12, Cha 12

Skills and Feats: Alchemy +3, Appraise +5, Craft (Metalworking) +3, Diplomacy +5, Intimidate +5, Knowledge (Geology) +5, Knowledge (Minerals) +5, Listen +5, Profession (Bookkeeper) +6, Spot +4; Alertness, Iron Will

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