

Bardum Hamlet is a small town located in southwestern Obron which sits nestled deep in the forests of the region. Only about 150 people live in the settlement, and due to its distance from other settlements in the region, they often receive the least amount of visitors throughout the year. Because of its minimal contact with other settlements, the citizens of Bardum often barter for food, clothes, and other items, creating a small network of trade within the city. They will still, however, accept coins if they are offered by both outsiders and locals.

Because of its small size and position within the forest, Bardum does not have much in the way of farmland. The citizens of Bardum subsist on wheat and root vegetables, as well as chickens. Larger farm animals are a rare sight within the town, with the stables only housing a handful of horses for guards or caravan escorts.

Because of its lack of resources, the citizens of Bardum must import large amounts of rations before wintertime, or risk a harsh and deadly season.

The town is guarded at all times of the day, and the double gates remain closed at all hours. After sundown, the gates are completely locked and no soul is let in or out, no matter the circumstance.

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### **Notable Locations**

1. ***The Northeast and Southeast Gates*** - Bardum has two entrances into the hamlet proper. Both of these entrances are guarded by two towers and double gates, which are watched at all times of the day. The Northeast gate leads towards northern Obron, while the southeastern gate leads directly to Wealdstone.
2. ***The Bristleboar Inn***- The Bristleboar Inn is the local inn and tavern in Bardum, and provides housing to travelers and townsfolk alike. It is currently run by Victoria Hallion, a young half-elven girl who inherited the tavern when her father Jericho Hallion disappeared while escorting a trade caravan to Wealdstone. It is known to have the “best food in Bardum”, though this is often said because it’s the only place one can order rather than having to cook for themselves. Victoria will often invite families into her kitchen to cook with her to provide the townsfolk with some variety.
3. ***The Market*** - The marketplace is located in the center of Bardum, and is where most townsfolk can buy food, supplies, and other objects produced by the town or brought in by trade caravans. It is generally not busy.
4. ***The Statue*** - Bardum’s statue is incredibly aged and its details are difficult to pick out, but many believe it depicts one of the town’s founders. Small details about the founder change during each retelling of their story, but the one thing that stays the same is this: They toiled for three nights, fighting off the beasts of the forest in order to build a safe haven for their family amidst the untamed forest.
5. ***Tomrind’s Smithy*** - Run by Tomrind Embross, Tomrind’s Smithy provides nearly all metalwork for the town of Bardum, from swords to nails.
6. ***Calibri Farmstead*** - The Calibri family runs the largest farm in Bardum and is in charge of collecting the harvest of wheat each year. The family has lived in Bardum for several generations, and are well-liked among townsfolk thanks to their generosity.

7. **The Barracks** - The barracks are located near the northeastern gate in a refurbished home. This is where most of the town's weaponry is stored in case of emergencies.
8. **The Bonfire** - The bonfire serves as a place of gathering for the townsfolk at night. Food, drink, and stories are shared here during summer evenings to keep spirits high.
9. **The Funeral Pit** - Bardum does not have space to bury their dead within the town's walls. Instead, dead are taken to the outer wall and tossed over into a pit along the town's northern side. The bodies are wrapped in cloth with coins resting over their eyes before being anointed with a garland of wheat and pushed over as the sun sets. They are always gone by morning.

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### Local Legends

**The Gnarled Tree** - The gnarled and old tree outside the northwestern walls of Bardum is said to hold the spirits of the dead. Before the second wall was built, Bardum's children would climb onto the walls and throw coins towards the tree in an attempt to appease the gods of the dead and bring good fortune to the hamlet. It rarely worked. Occasionally, some claim you can hear the wails of departed spirits from the tree, though most adults dismiss this as the wind moving through the mostly-hollow trunk. Its proximity to the Funeral Pit does not help dissuade the unease that most feel when looking at the tree.

**The Dragon Egg** - Children believe that Tomrind Embross, the local smith, hides a dragon egg in the embers of his forge to keep it lit year-round. While none have seen it, many children spy on the dragonborn daily in an attempt to catch a glimpse of him tending to the egg. In the thirty years he has been in the town, no egg has ever been sighted.

**Campfire Spirits** - On clear nights, it is said that you can sometimes hear people talking around the Bardum bonfire just after its been doused. They are believed to be spirits of previous Bardum residents, drawn back to the world of the living for a short time by the gathering of its current townsfolk.