



# SECOND LEVEL

- 1 - APARTMENTS
- 2 - BUTCHER
  - A - RESIDENCE
- 3 - "THE THREE BROTHERS THEATER"
- 4 - TEMPLE OF BERROMAR TRUESILVER
  - A - KITCHEN AND DINING AREA
  - A - ACOLYTES' QUARTERS
  - A - HEAD PRIESTESS' QUARTERS
- 5 - "THE HOG'S ROOST" Inn
  - A - COMMON ROOM
  - A - PRIVATE ROOM
  - A - LARGE PRIVATE ROOM
- 6 - THE AMETHYST ARCADE
  - A - EDRIN HAMMERSTONE - MASTER LUTHIER AND PIPEMAKER
  - B - "THE OLD HUNTER" FURRIER
  - C - HARBURKE'S RUGS
  - D - "THE AULD SAGE" BOOKSTORE
  - E - HERBALIST'S SHOP
  - F - STORMOND'S JEWELRY AND STONES





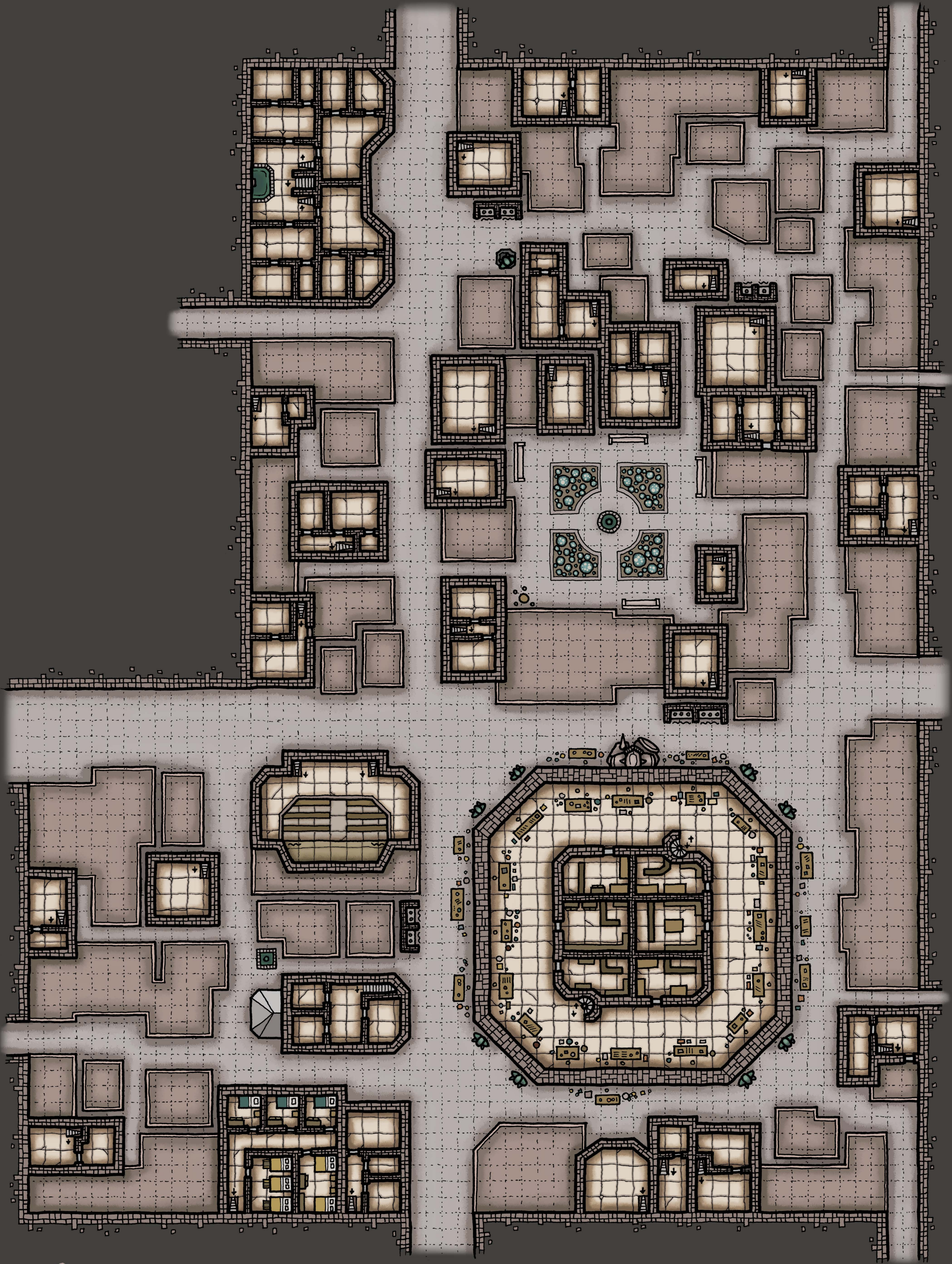
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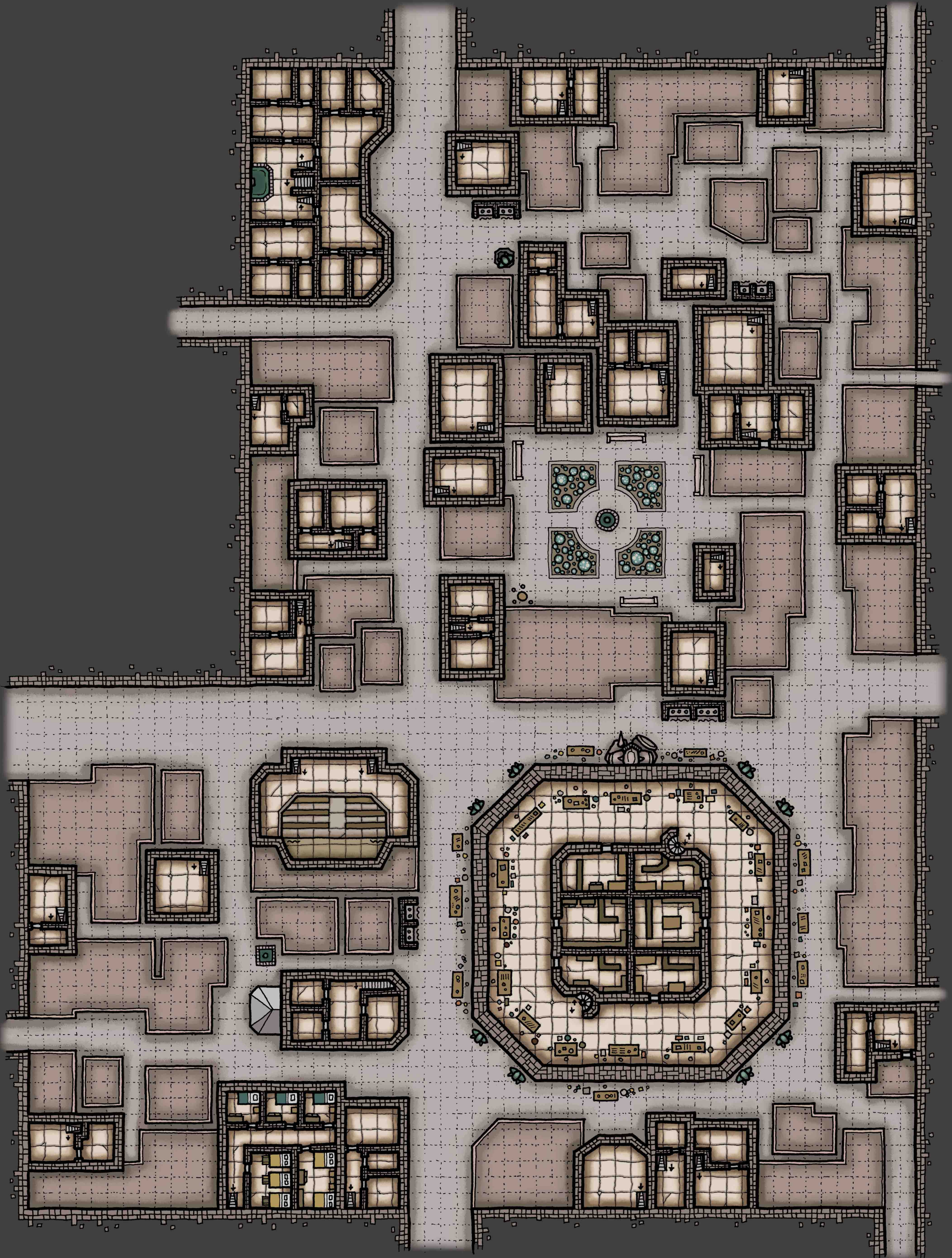


## THE COMMON QUARTER

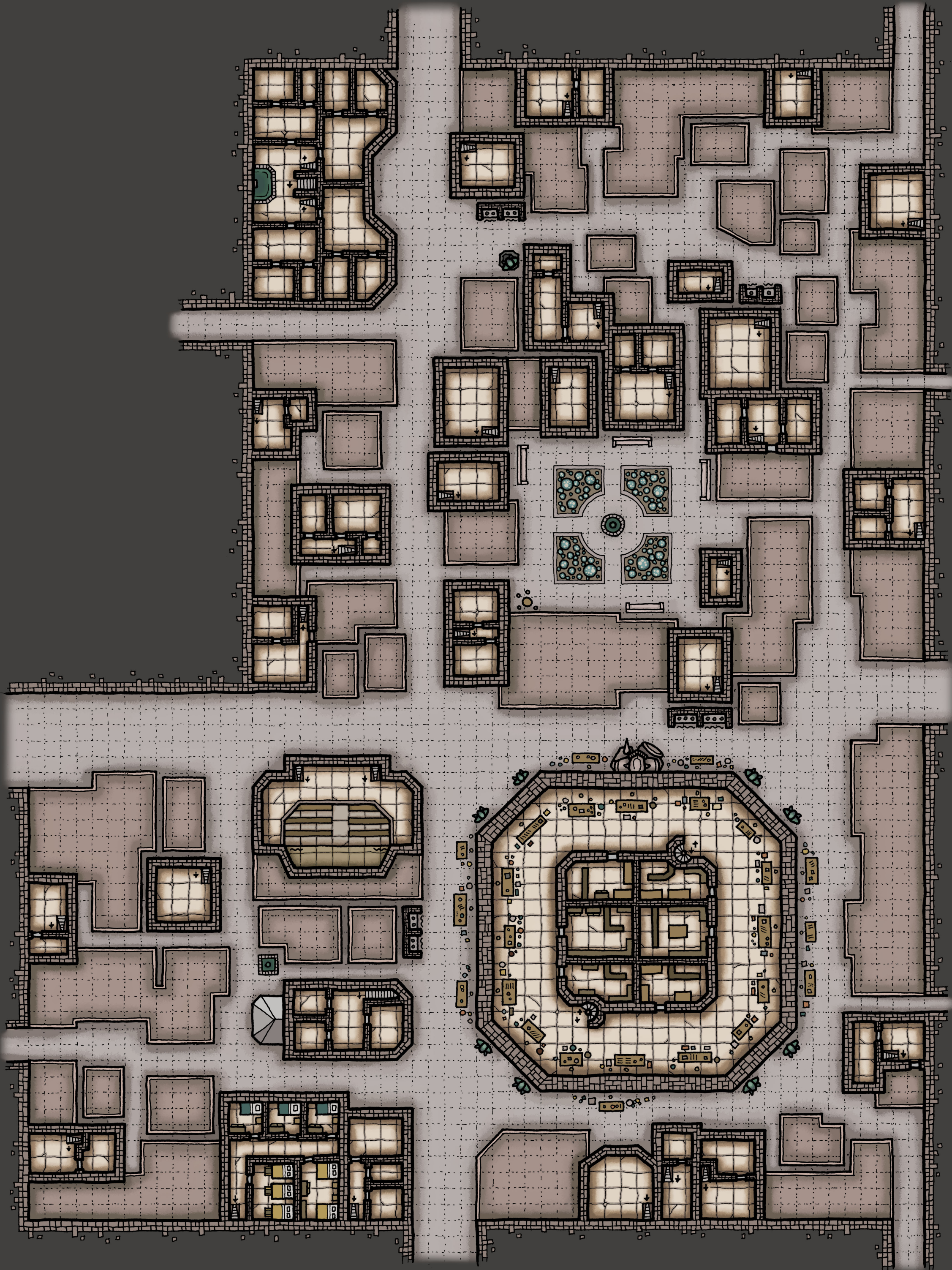
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□ = 5'











# THE COMMON QUARTER

- The Common Quarter is the central hub of the residential districts for Brazen throne's common-born citizens. The city's largest market, the Amethyst Arcade, is here, as well as a theater, a park and other entertainment venues, most of which serve booze.
- The Common Quarter is not exclusive to the low clans. One or two high clans who cannot afford to live in the Noble Quarter have their family residences here as well.

## THE AMETHYST ARCADE

- The Common Quarter once had merchants and vendor stalls packed along the sides of every street and square, making movement difficult and leaving very little open space in the area. While the residents all agreed that this was inconvenient, they also knew that the merchants had to sell their wares somewhere. The Amethyst Arcade was constructed to solve this dilemma. Merchants were banished from all other streets in the quarter and moved into one location. It has since become Brazen throne's largest market, featuring all manner of goods for sale.

## NOTABLE LOCATIONS

- (5) *Watch House*: The constabulary office for the local City Watch.
- (6) *Bellowers' Square*: This small park was named for the bellowing merchants that used to line the walls around the square. While the merchants are now gone, the name remains.
- (7) *The Hammer's Revenge Tavern*: This bar is mostly frequented by miners and smiths. If asked about the name, the bartender will explain that "It's where the hammerers go to become the hammered."
- (8) *The Boozer Tavern*: This tavern's only sign hangs over the door and simply reads, "BOOZE." It wasn't meant

to be the name of the place, but it's what all the locals have come to call it. No food. Low prices. Good place to get into a fight.

- (9) *Three Brothers Theater*: The name of this playhouse refers to the three guilds who threw in to pay for its construction: the Smiths' Guild, the Miners' Guild and the Smelters' Guild. Both kinds of dwarven plays can be seen here: comedies and scrapper. A "scrapper" is a play with a lot of fight scenes.
- (10) *The Stout Fountain Tavern*: This tavern usually has a fairly mixed crowd, although around half will typically be merchants. It's not expensive, exactly, but it is the most expensive bar in the quarter.
- (12) *Temple of Berronar Truesilver*: This temple is dedicated to Berronar Truesilver, the dwarven goddess of hearth and home. She is the matriarch of the dwarven pantheon and wife of Moradin.
- (13) *The Hog's Roost Inn*: This is one of the city's least-expensive inns. The origin of the name is a mystery even to the innkeeper, except for the fact that, apparently, there was once an incident with a pig. They have a few outdoor tables. Well, as outdoors as it gets, anyway.
- (15) *The Spotted Mushroom Tavern*: This tavern caters almost exclusively to mushroom farmers. The beer is among the city's best, but the customers' line of work gives the place a powerful and pervasive funk. Ask about the "special" mushrooms.

