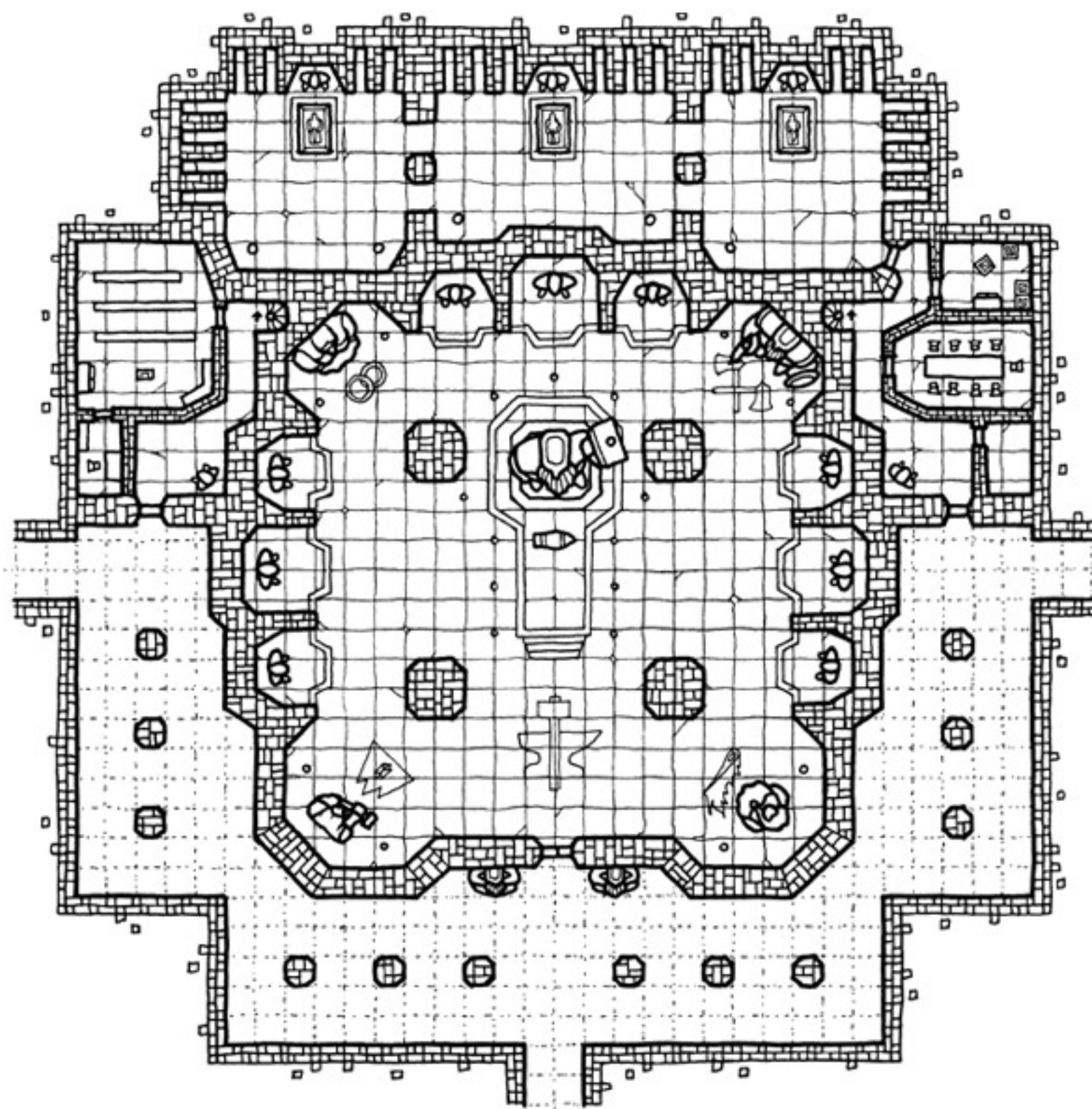
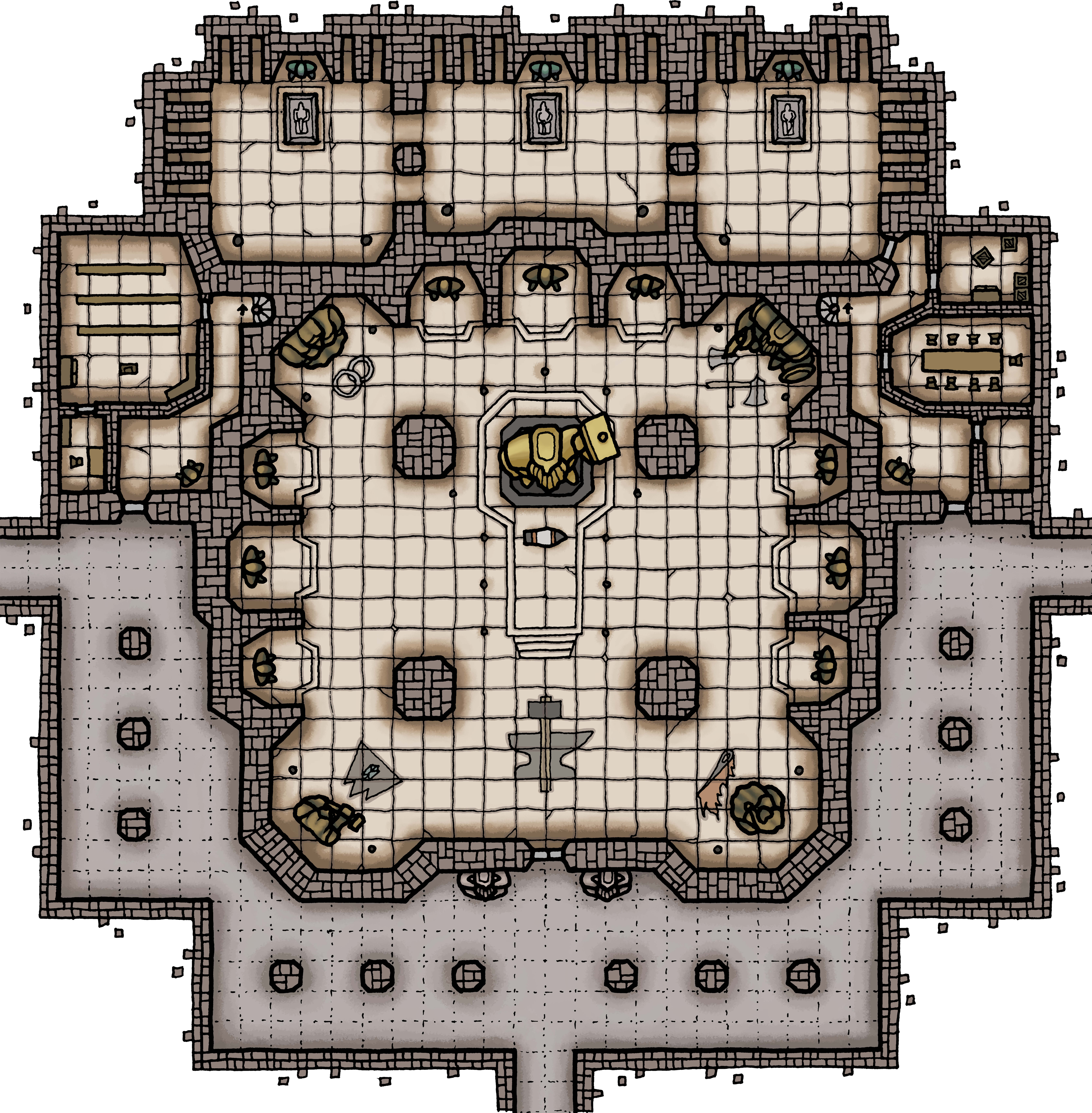


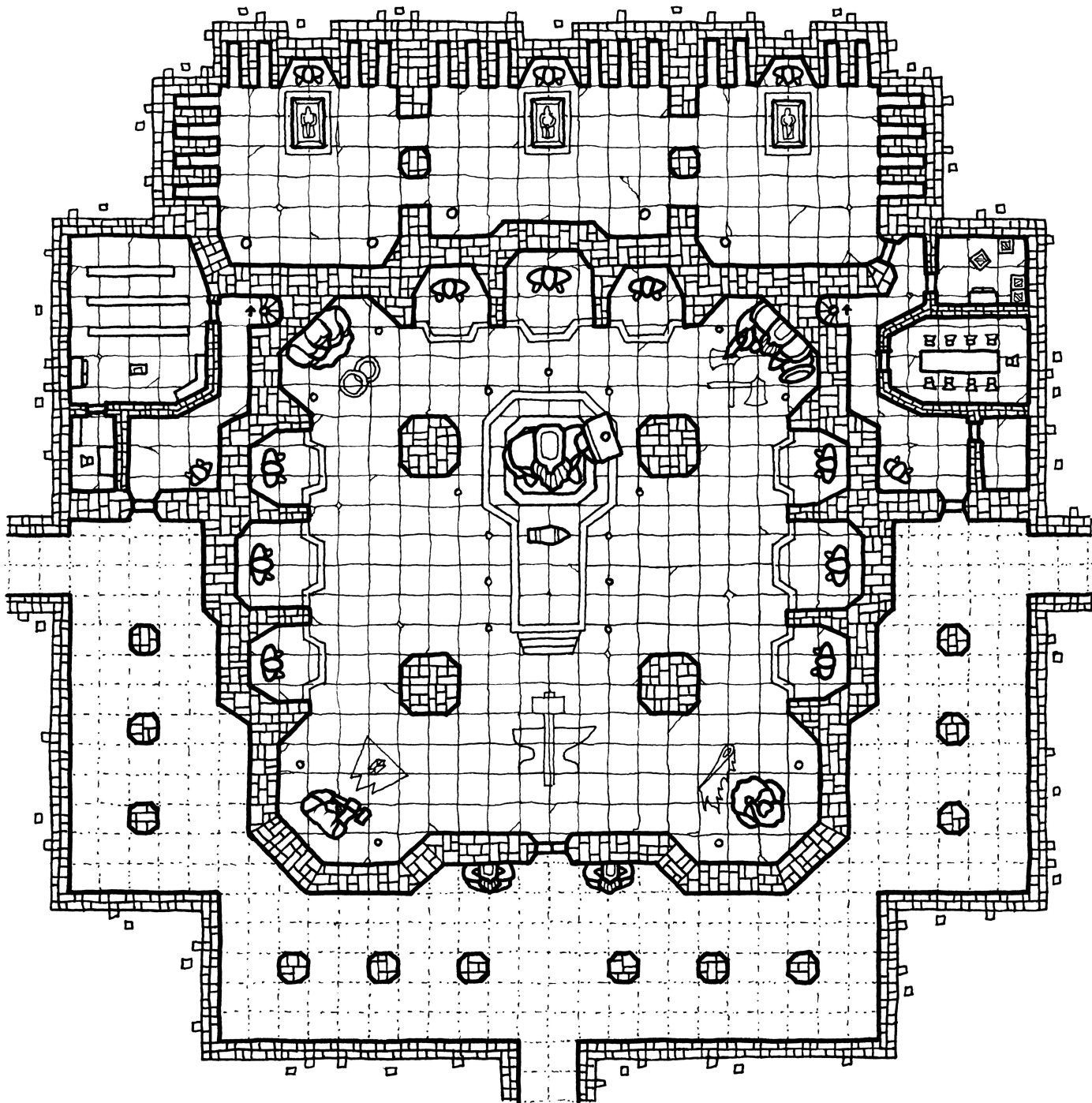
THE GRAND TEMPLE

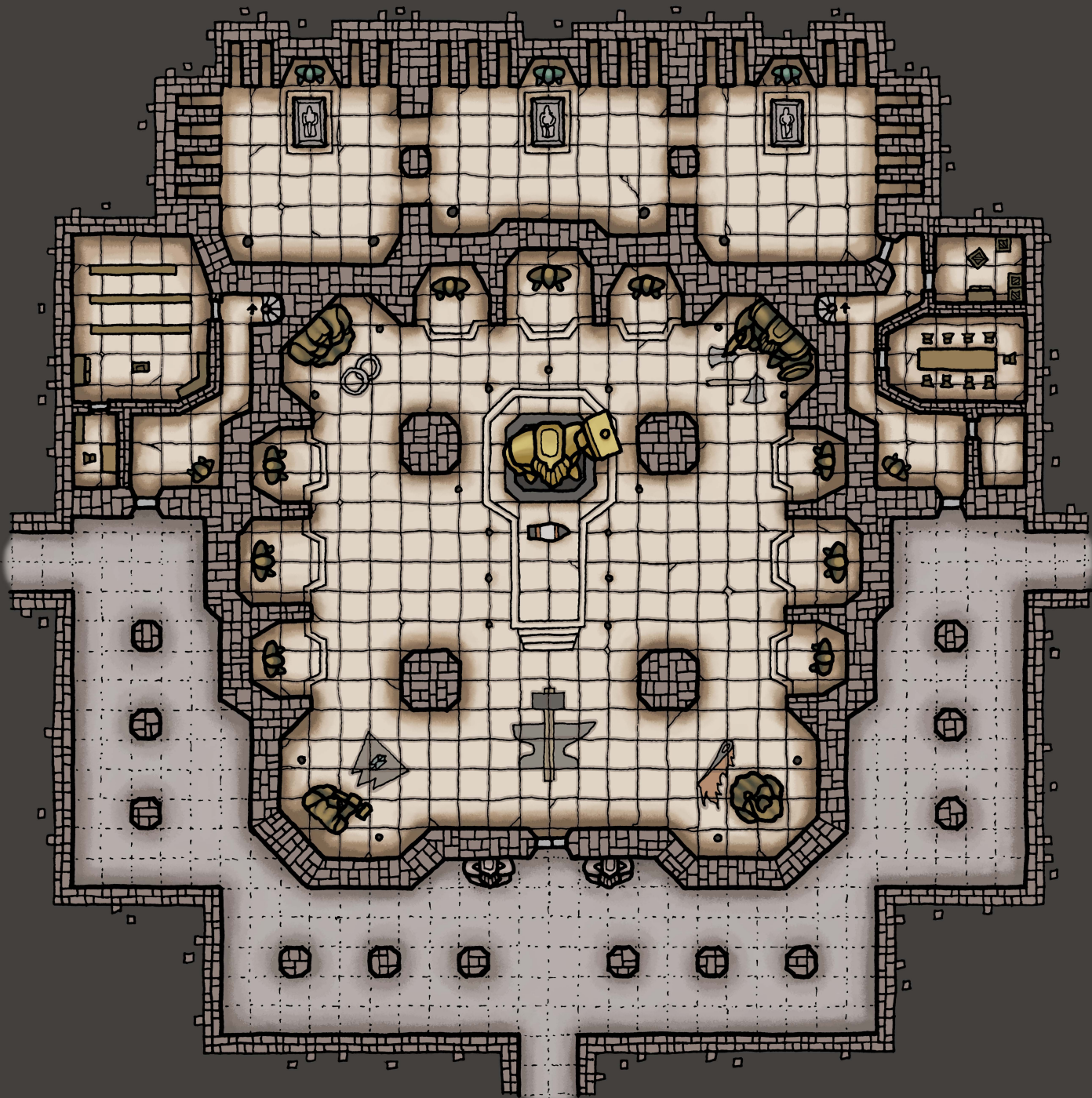
- The Grand Temple is Brazen throne's largest religious complex. Rather than being devoted to a single deity, it is dedicated to all the gods of the Morndinsamman (the dwarven pantheon). It also includes a seminary for the training of new clerics and a rectory to house the priests who oversee the temple itself. The royal crypts are here as well, housing the remains of several past High Kings and their close relatives.
- The temple's large, central statue is of Moradin the All-Father, god of craft and the head of the dwarven pantheon. The four large statues in the corners represent the intermediate dwarven gods (clockwise from top left): Berronar Truesilver, goddess of hearth and home (and wife of Moradin); Clangeddin Silverbeard, god of battle; Sharindlar, goddess of love; and Dumathoin, god of mining and gems.
- The lesser gods represented here are:
 - Tharmekhul, god of the forge
 - Dugmaren Brightmantle, god of scholarship and invention
 - Marthammor Duin, god of wanderers
 - Thard Harr, god of nature and hunting
 - Gorm Gulthyn, god of vigilance and defense
 - Haela Brightaxe, goddess of luck and battle
 - Abbathor, god of greed (and the only evil god of the Morndinsamman).
 - Vergadain, god of wealth and trade
 - Hanseath, god of beer and festivities (woo!)
- The High Sonnlitor is the priest in charge of the temple and is the highest religious authority in the kingdom. The word "Sonnlitor" means a priest of Moradin and the position is always held by one of Moradin's clergy.

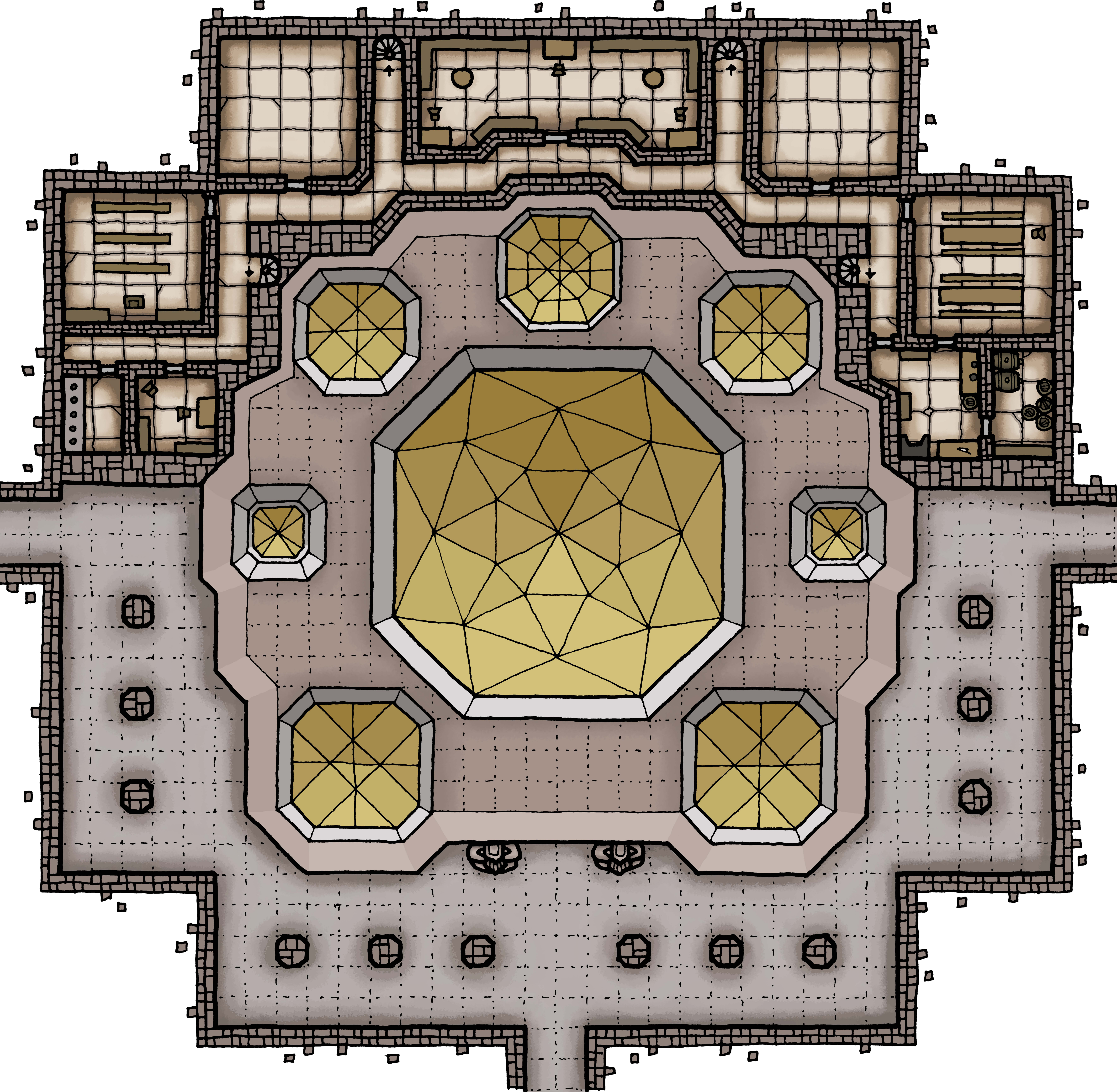
- At least one cleric of each dwarven deity is assigned a position at the Grand Temple at all times. Though not officially a higher position than that of any other priest, it is considered a great honor.
- Nearly all of Brazen throne's priests and priestesses are trained at the Grand Temple's seminary. At any given time, around 15-20 acolytes will be in residence here.
- The Rector is the head of the seminary. He or she is usually, though not always, a cleric of Dugmaren Brightmantle.
- The royal crypts behind the temple are locked tight, with only the High Sonnlitor holding a key. They are only opened for royal visits and, occasionally, to be cleaned.

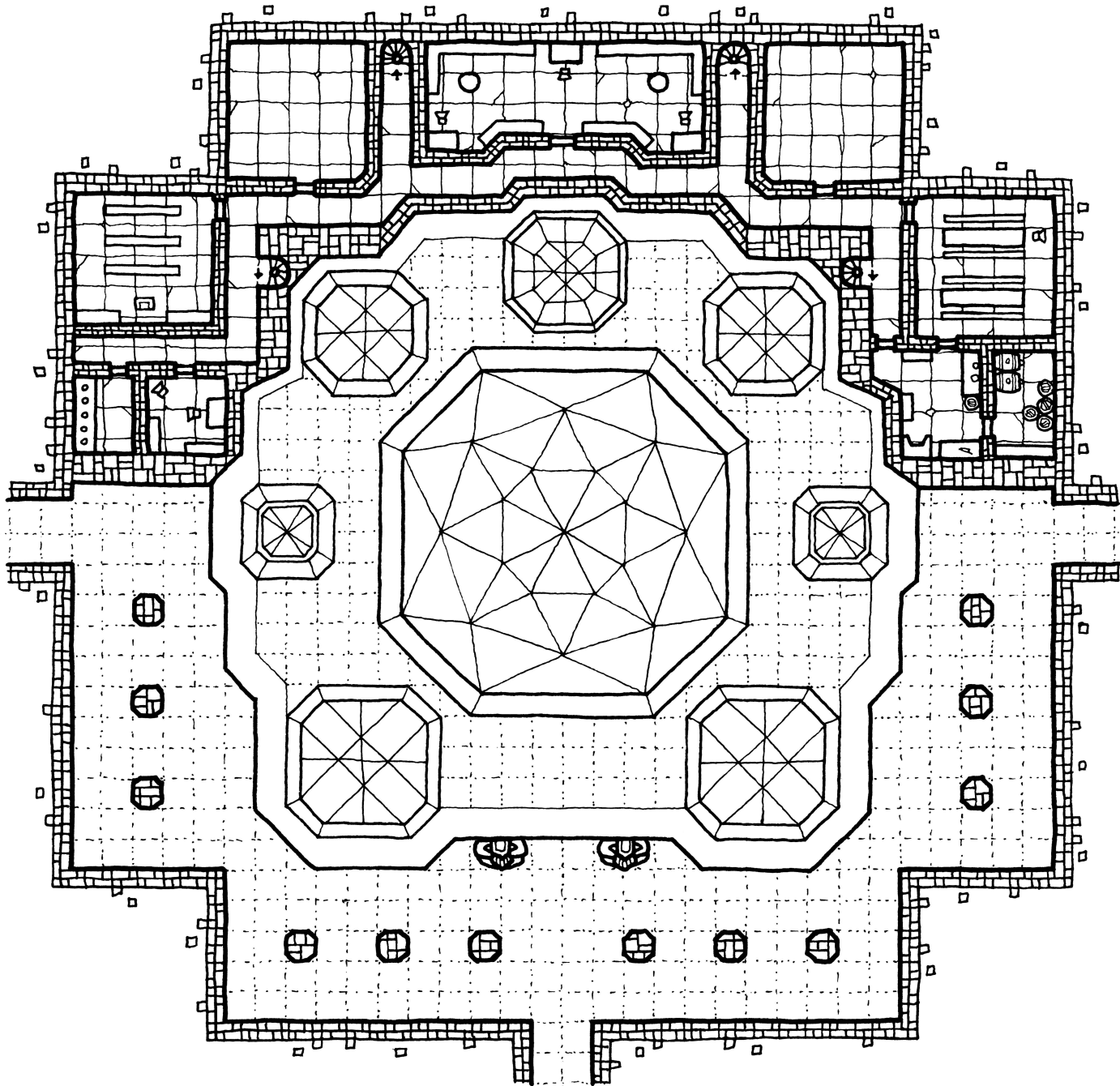


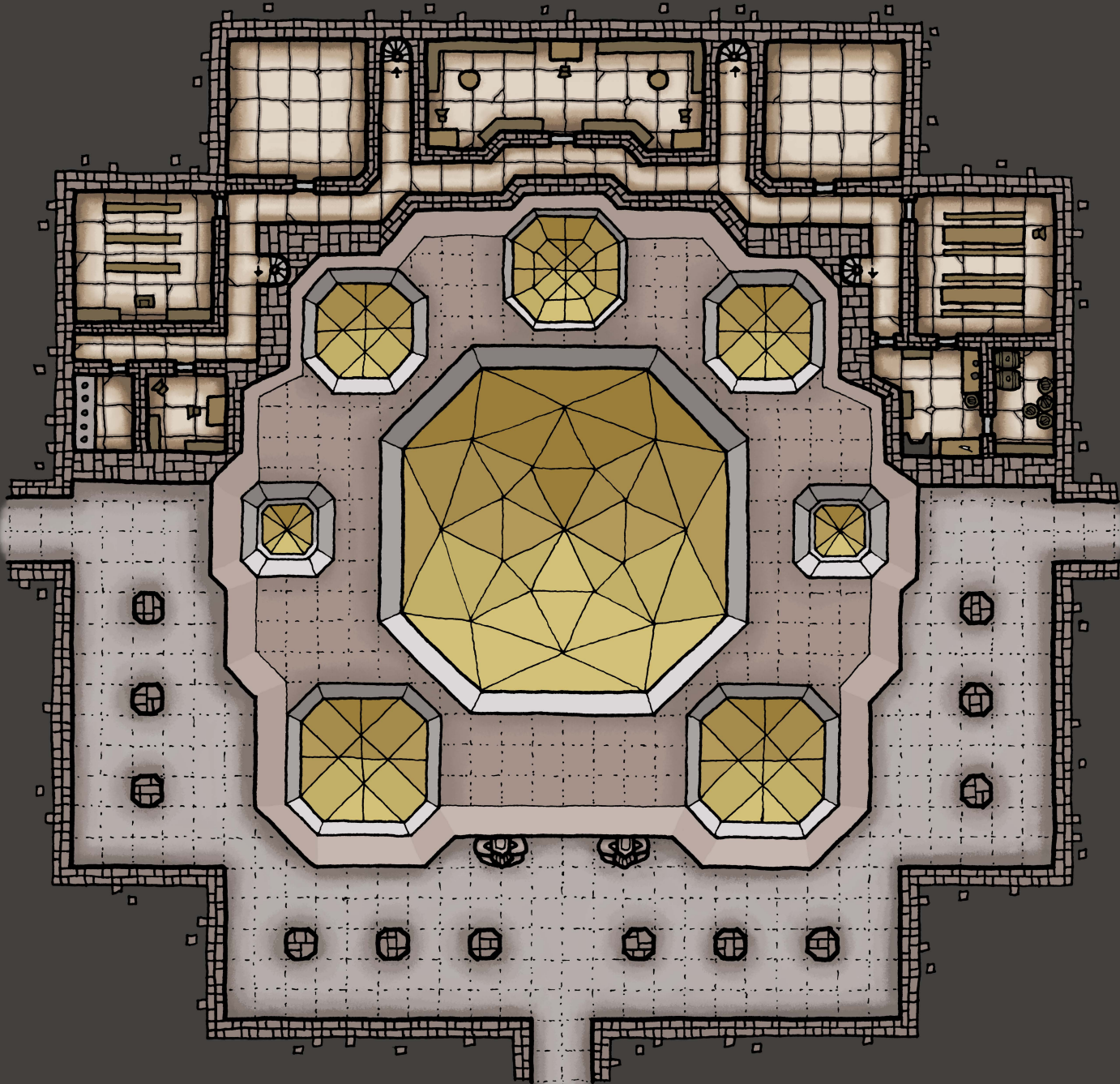


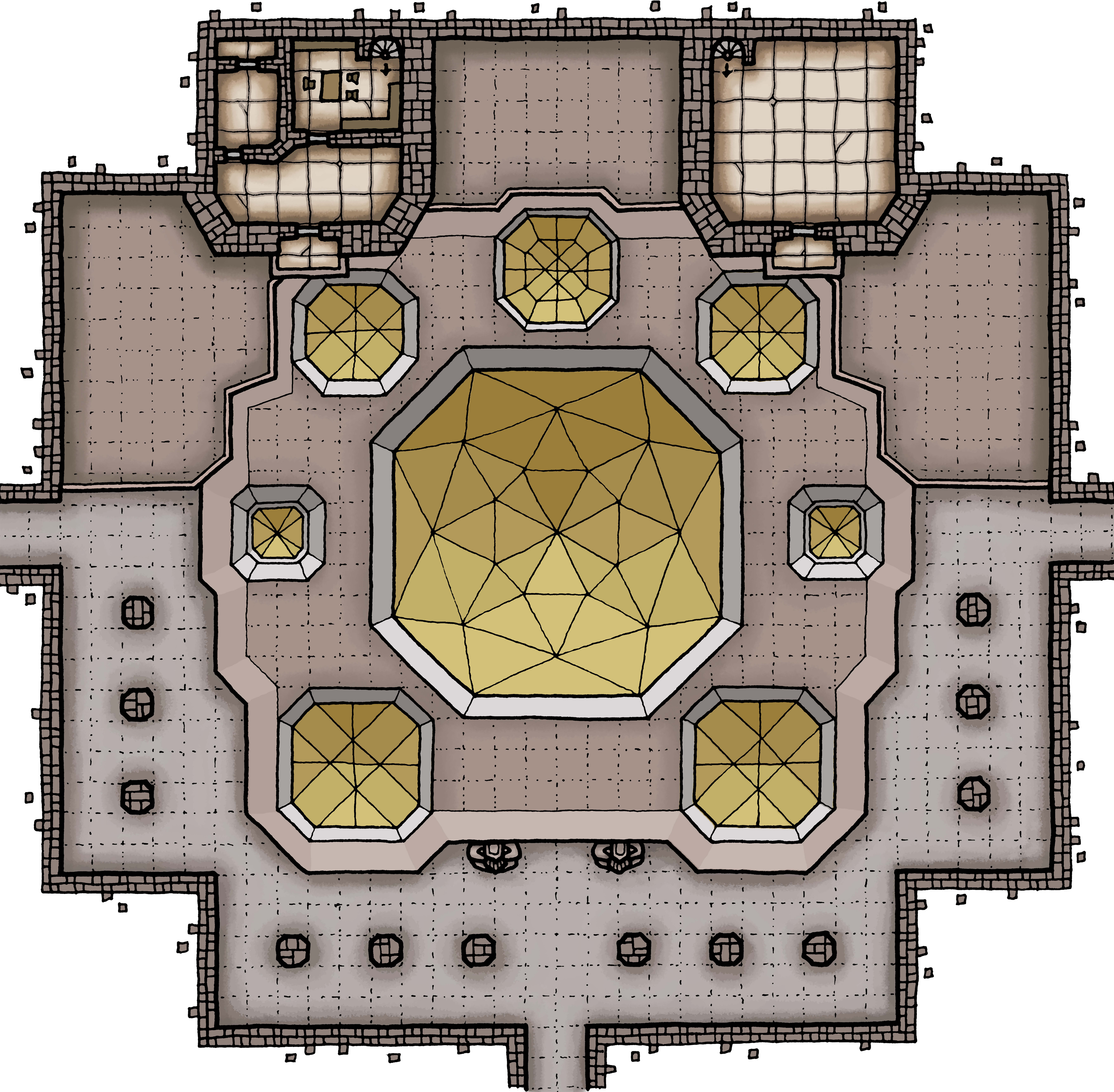


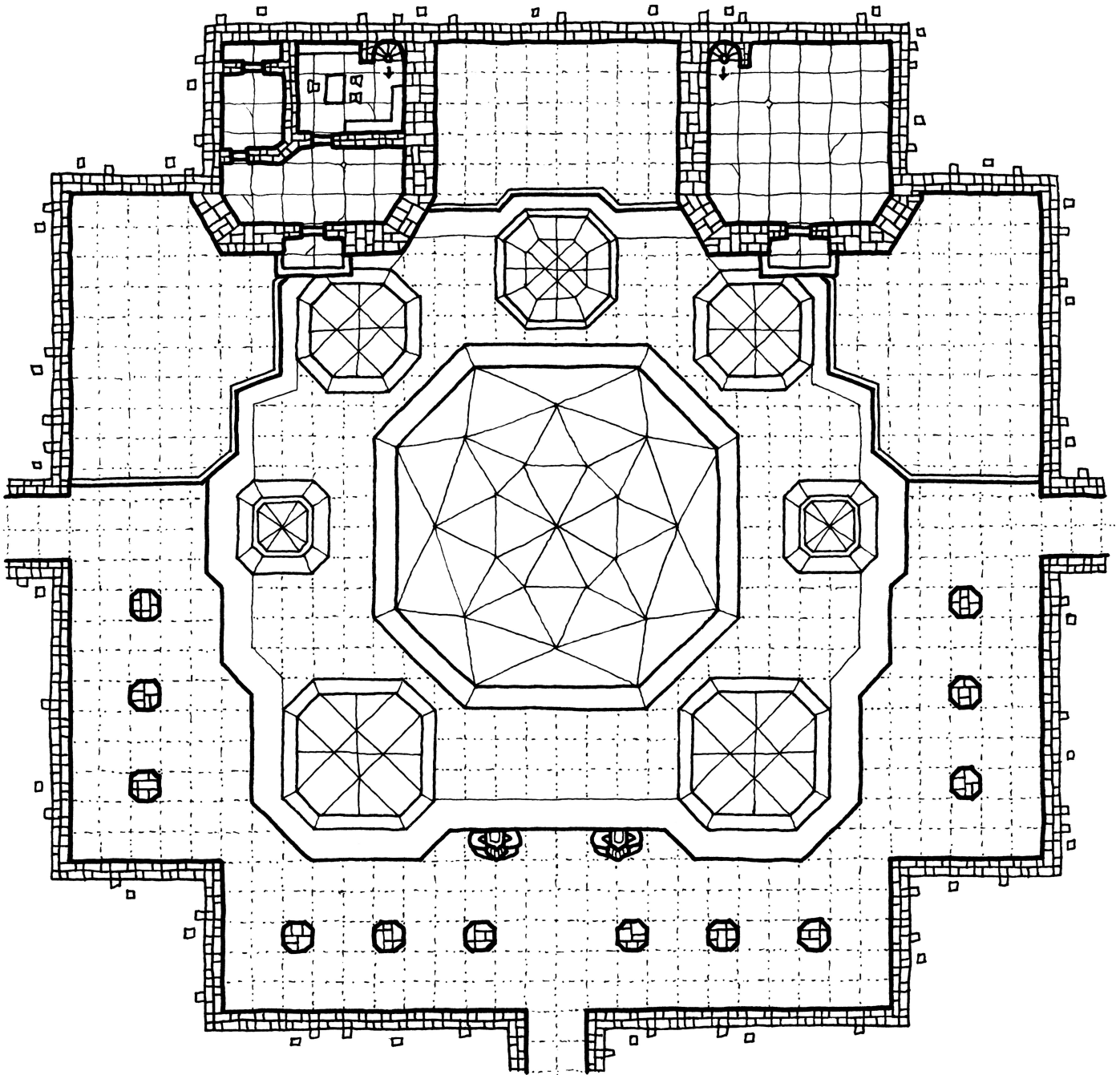


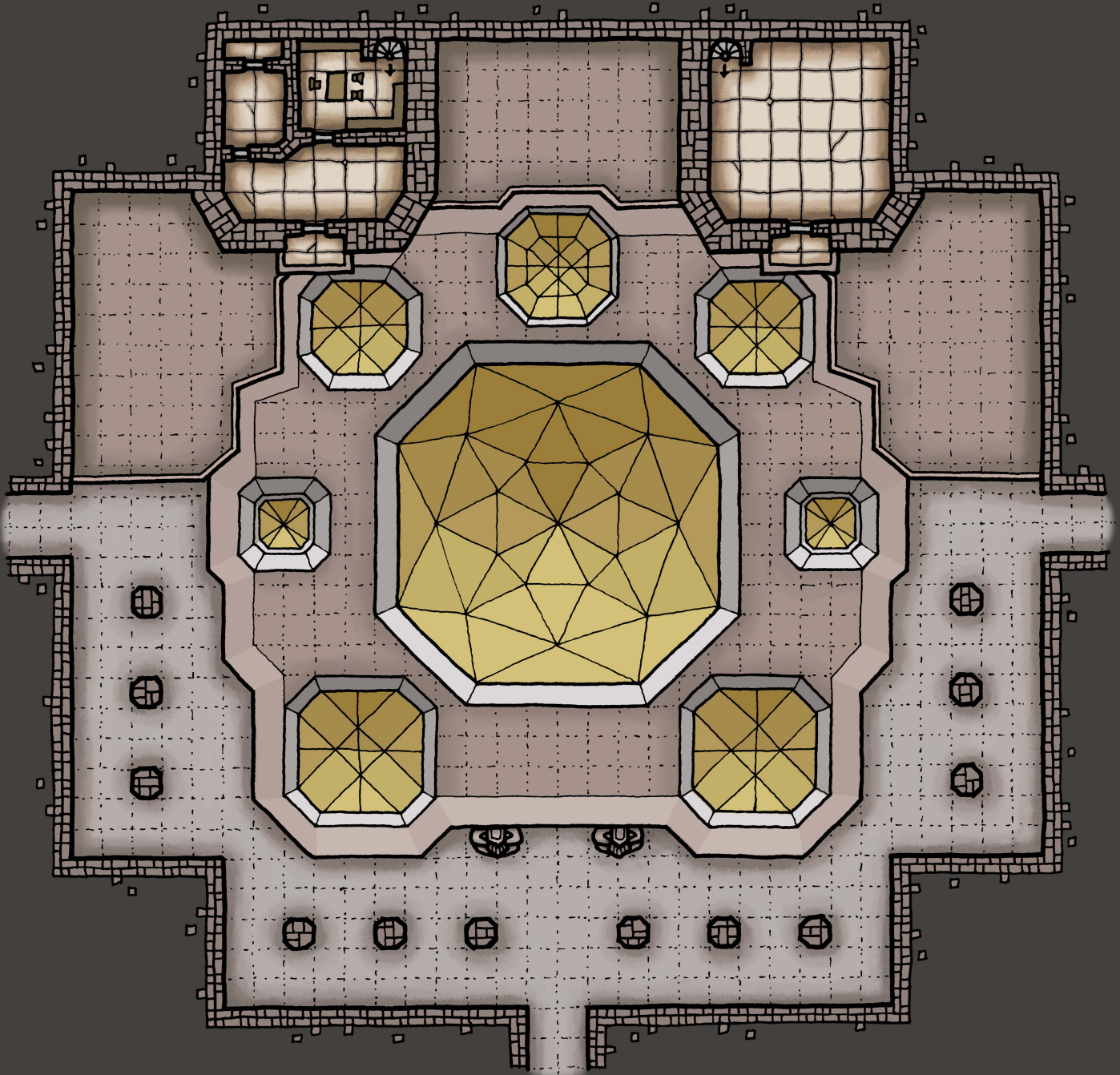






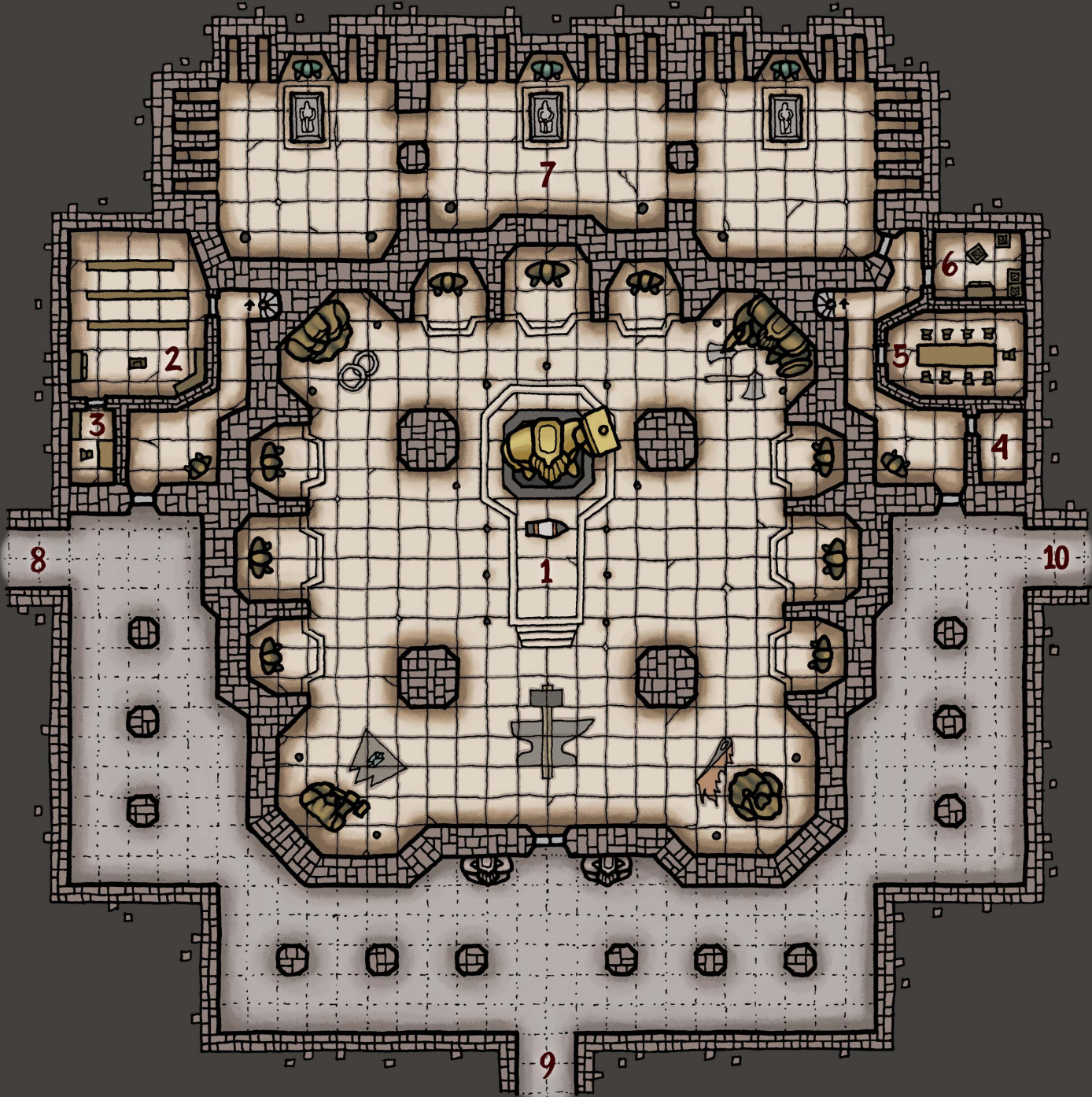




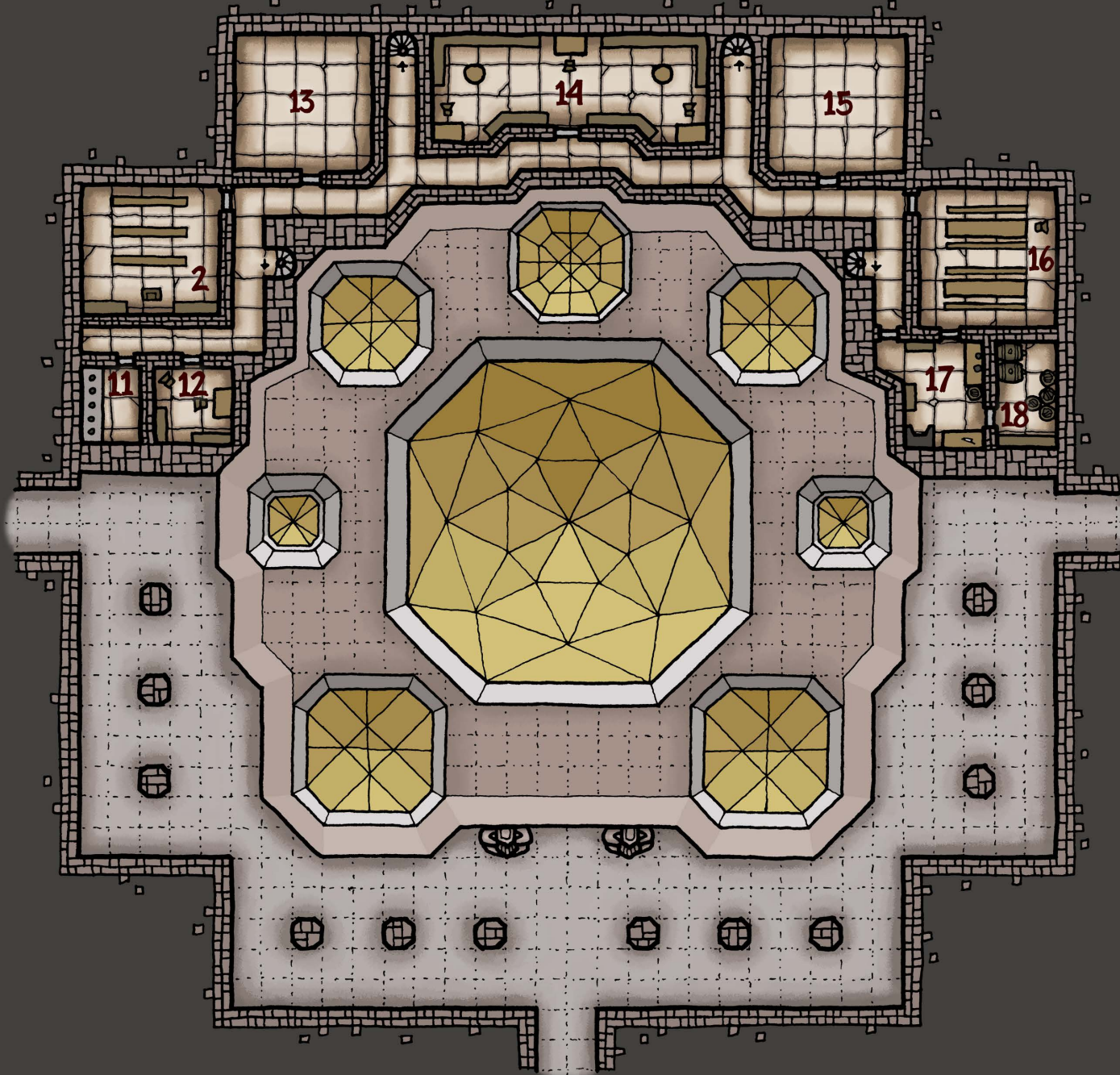


- 1 - THE HALL OF THE GODS
- 2 - SEMINARY CLASSROOM
- 3 - OFFICE
- 4 - CLOAK ROOM
- 5 - MEETING ROOM
- 6 - STORAGE (MISC.)
- 7 - THE ROYAL CRYPTS
- 8 - TO THE WORKERS' TUNNEL
- 9 - TO THE COMMON QUARTER
- 10 - TO THE GREAT HALL
- 11 - LATRINES
- 12 - RECTOR'S OFFICE
- 13 - ACOLYTES' QUARTERS
- 14 - LIBRARY
- 15 - PRIESTS' QUARTERS
- 16 - REFECTORY
- 17 - KITCHEN
- 18 - PANTRY
- 19 - BALCONY
- 20 - HIGH SONNLINOR'S OFFICE
- 21 - HIGH SONNLINOR'S APARTMENT
- 22 - HIGH SONNLINOR'S BEDROOM
- 23 - PRIESTESS' QUARTERS

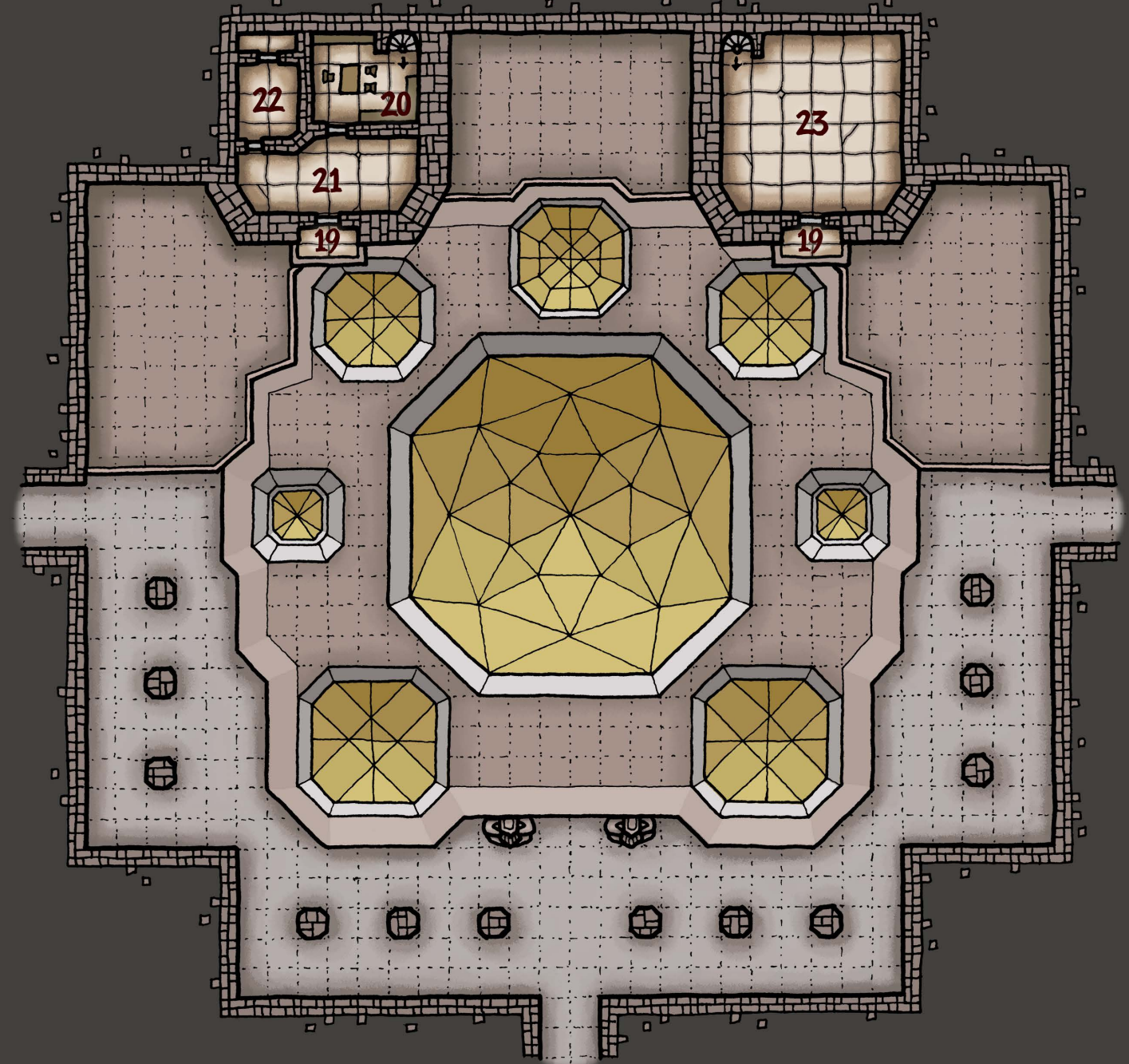
GROUND LEVEL



SECOND LEVEL



THIRD LEVEL



THE GRAND TEMPLE

GROUND LEVEL

SECOND LEVEL

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