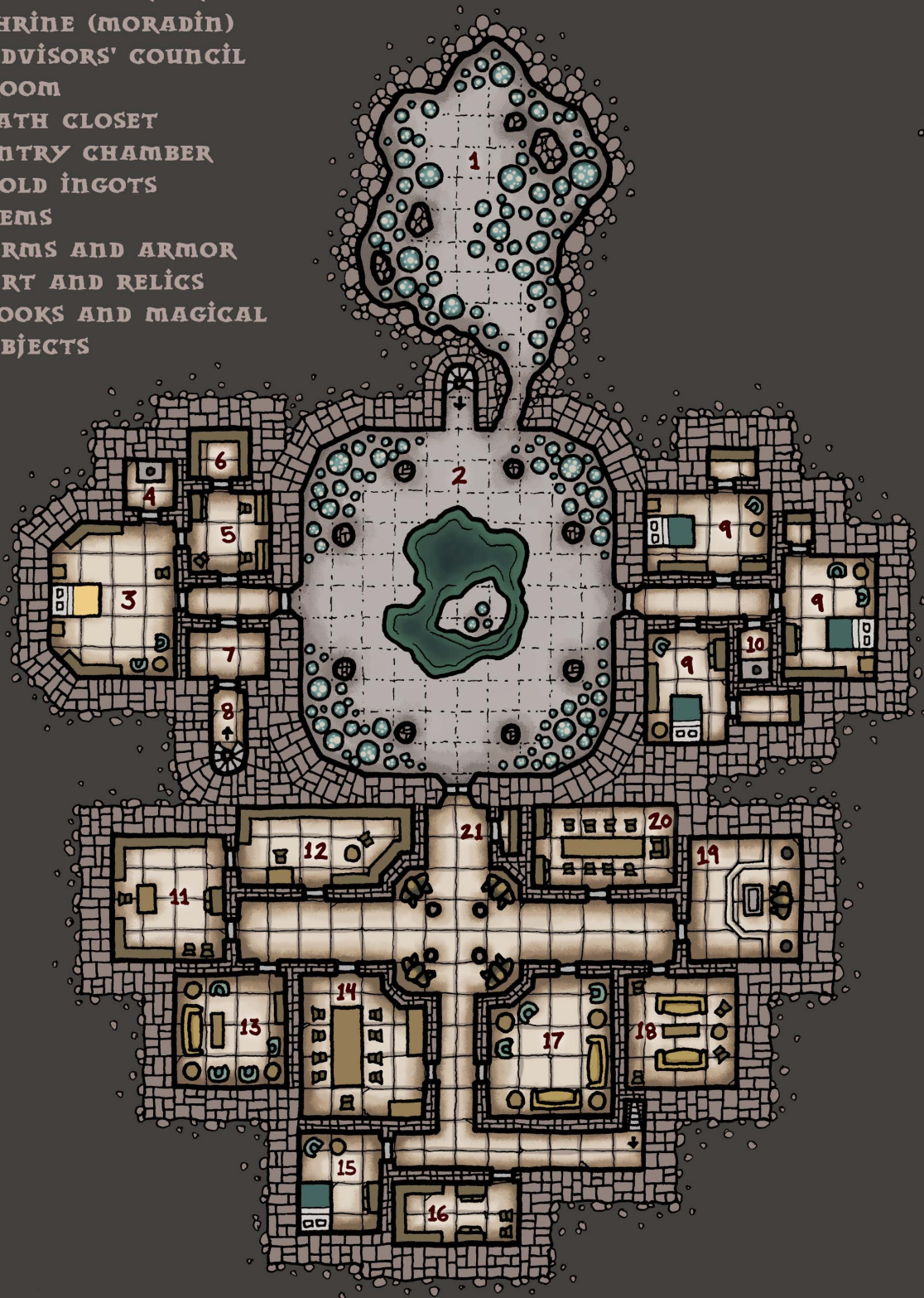
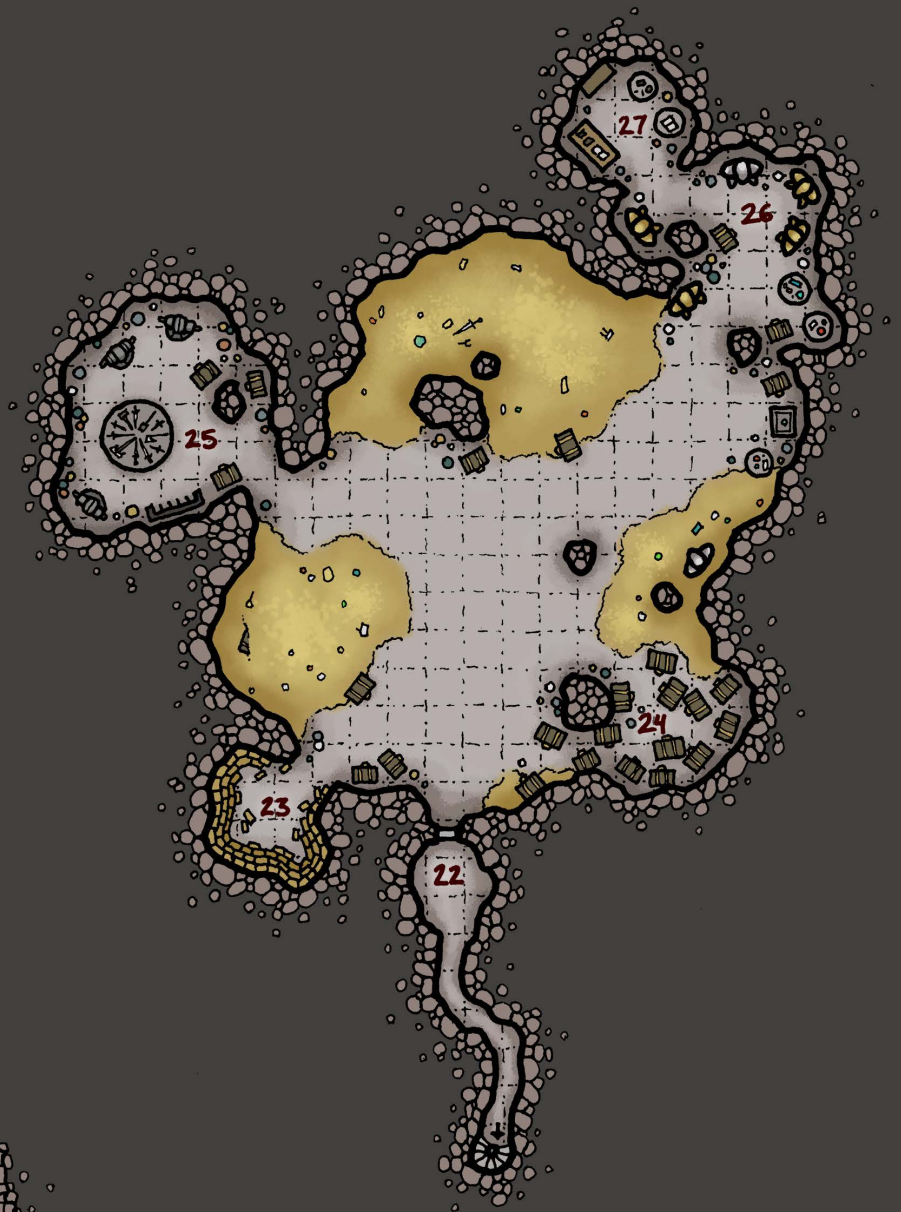


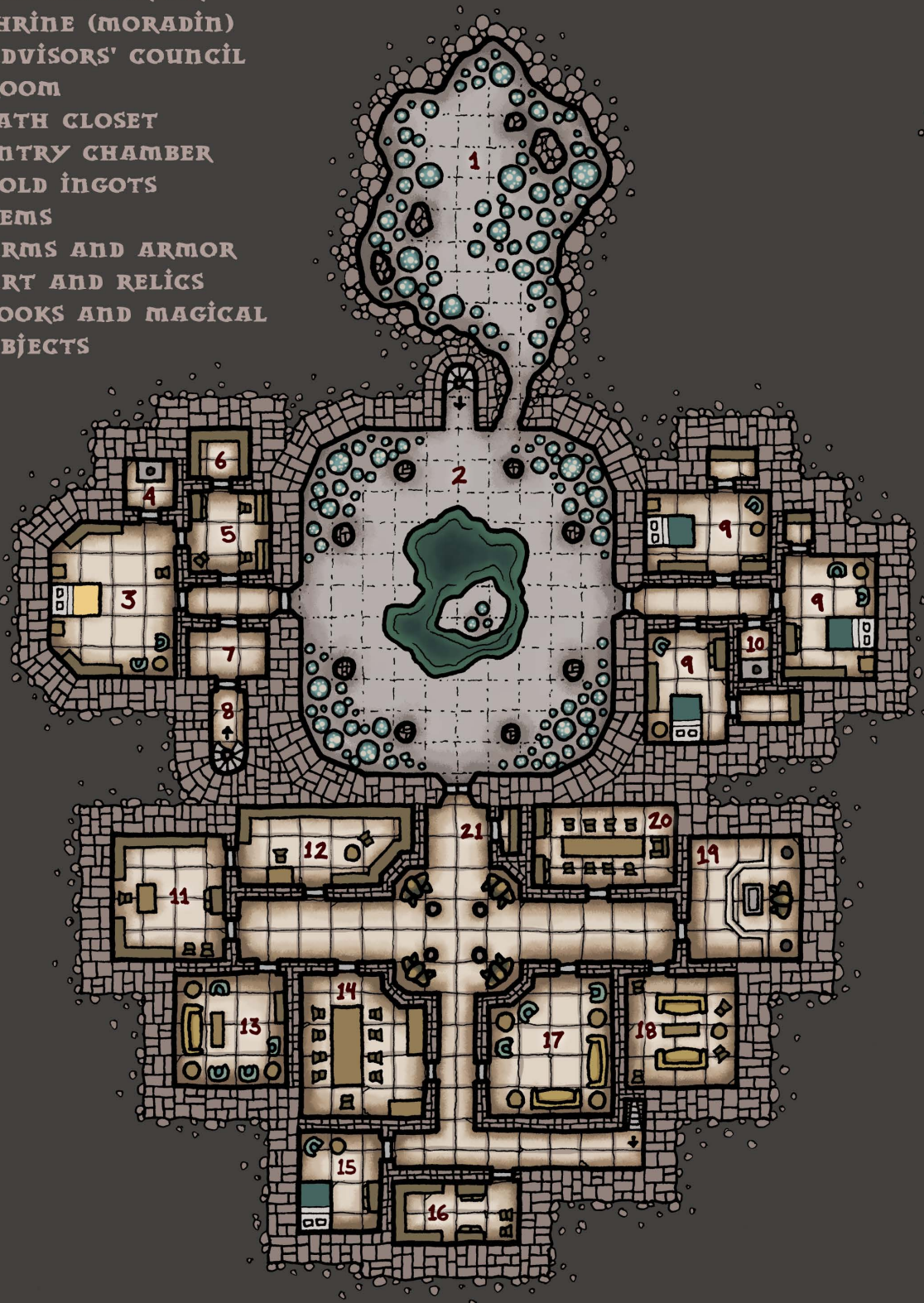
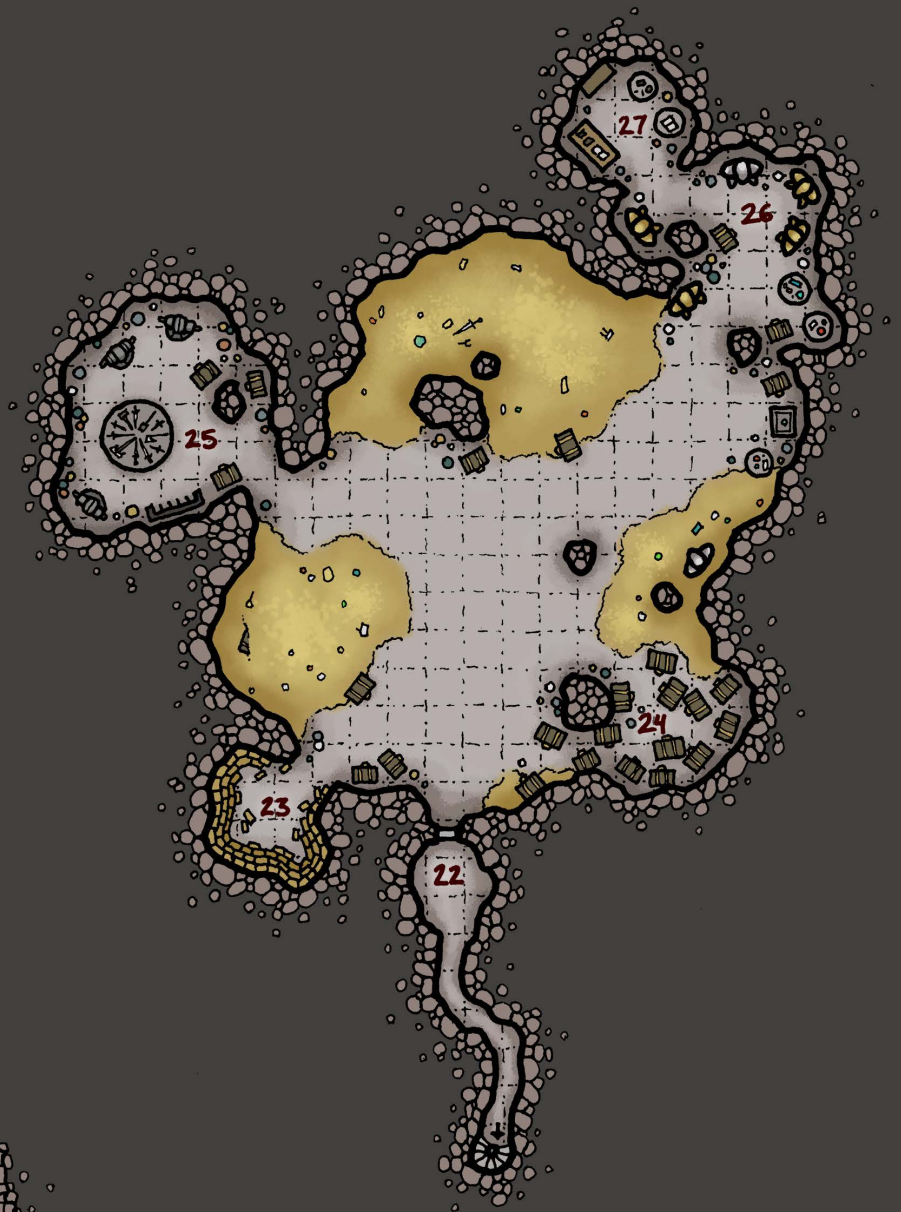
- 1 - PALACE GARDEN
- 2 - ROYAL BATH
- 3 - ROYAL BEDROOM
- 4 - KING'S PRIVY
- 5 - DRESSING ROOM
- 6 - WARDROBE
- 7 - GUARD ROOM
- 8 - STAIRS TO
TREASURE VAULT
- 9 - ROYAL FAMILY
BEDROOM
- 10 - PRIVY
- 11 - KING'S STUDY
- 12 - LIBRARY
- 13 - PARLOR
- 14 - DINING ROOM
- 15 - GUEST ROOM
- 16 - SERVICE ROOM
- 17 - GREAT ROOM
- 18 - QUEEN'S PARLOR
- 19 - SHRINE (MORADIN)
- 20 - ADVISORS' COUNCIL
ROOM
- 21 - BATH CLOSET
- 22 - ENTRY CHAMBER
- 23 - GOLD INGOTS
- 24 - GEMS
- 25 - ARMS AND ARMOR
- 26 - ART AND RELICS
- 27 - BOOKS AND MAGICAL
OBJECTS



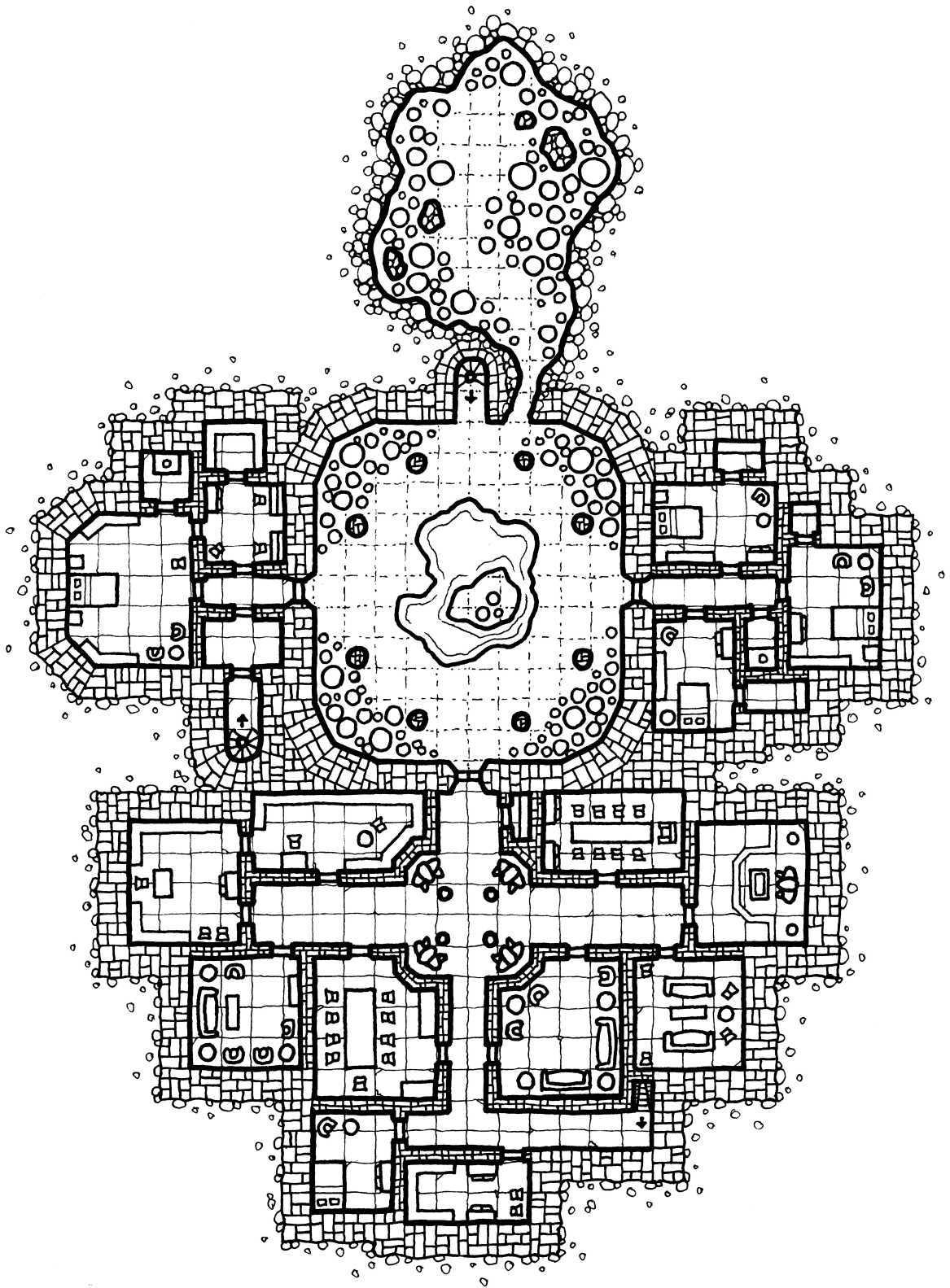
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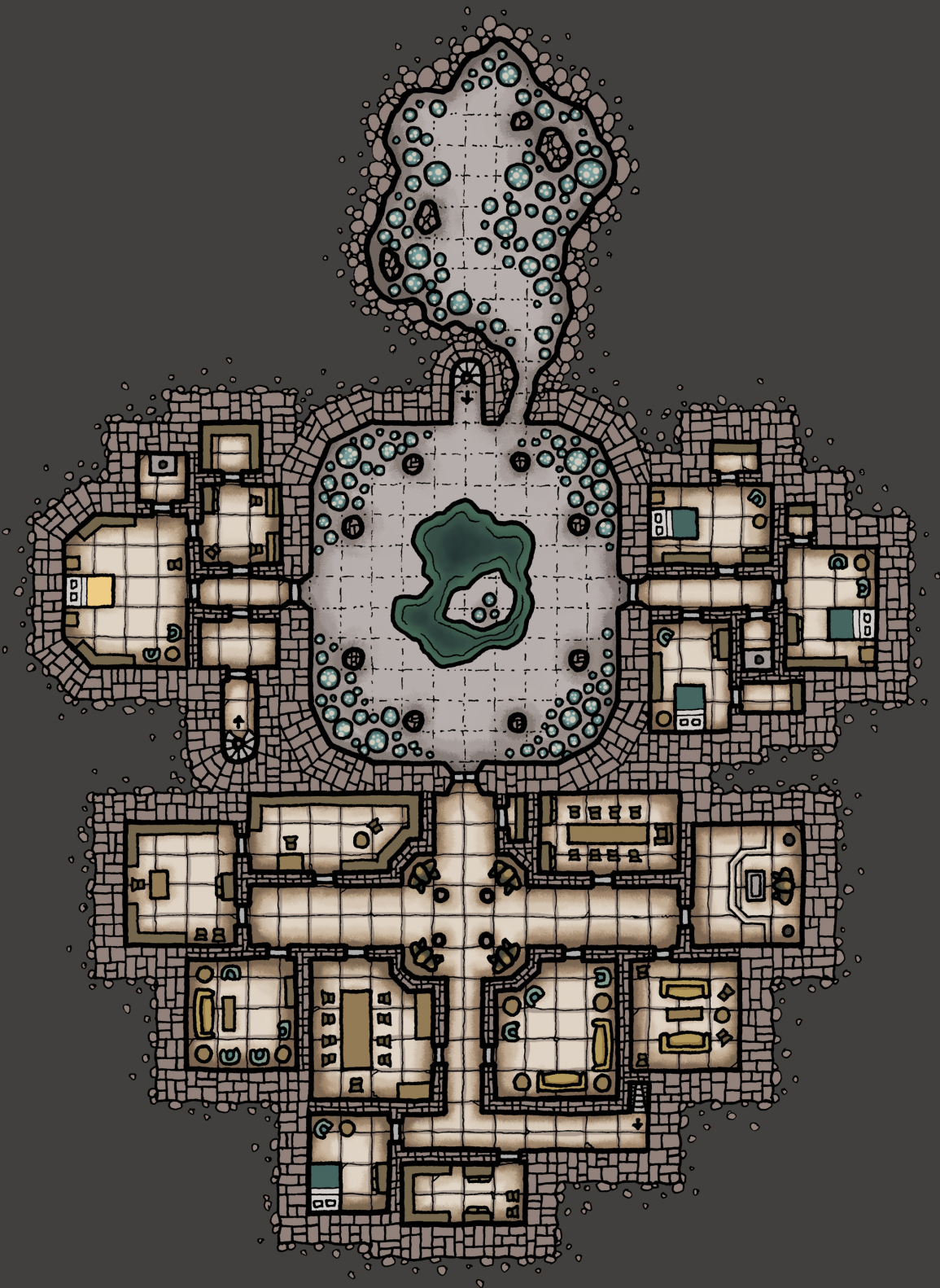
BRAZENTHRONE THE HIGH KING'S PALACE

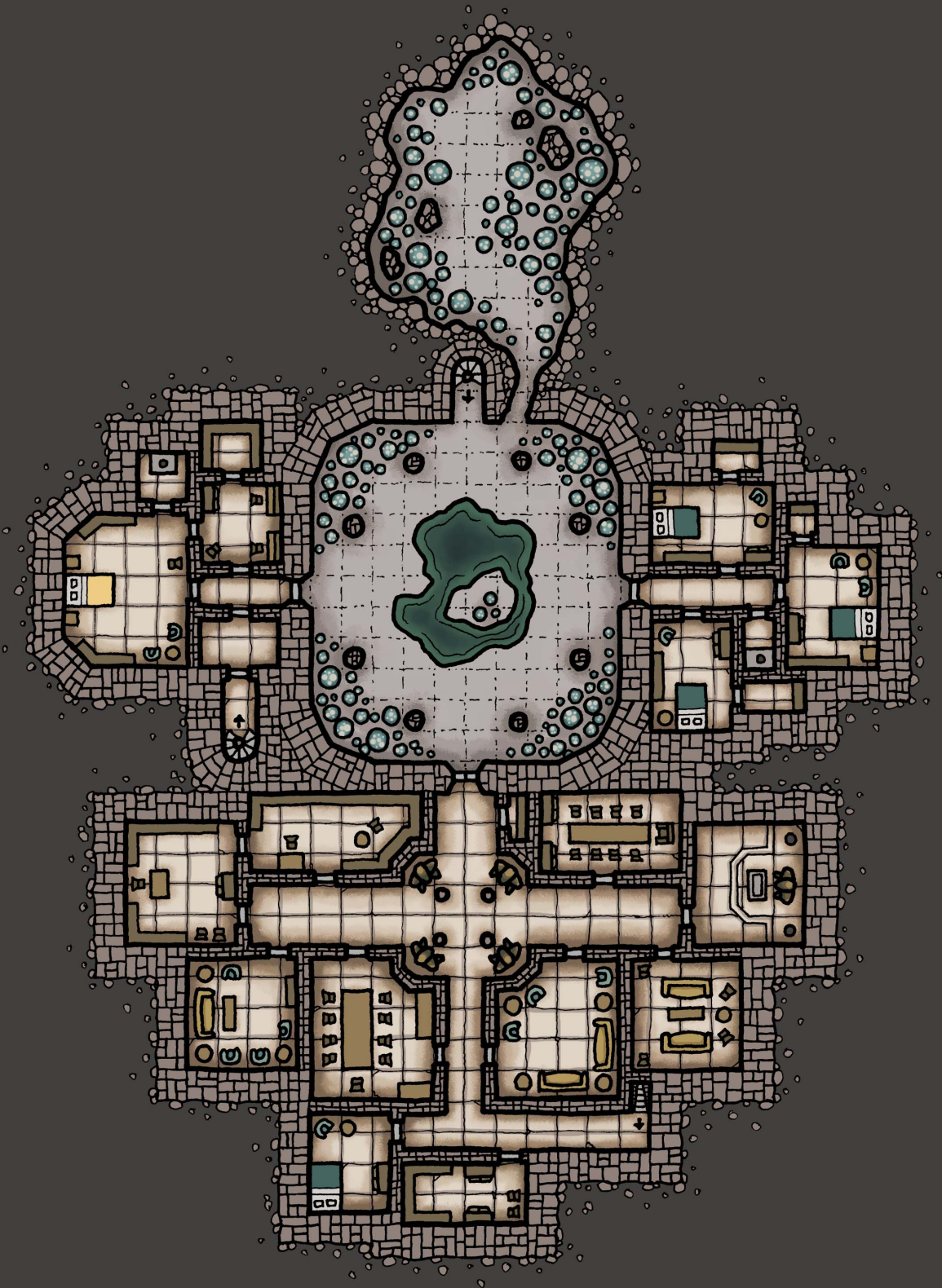
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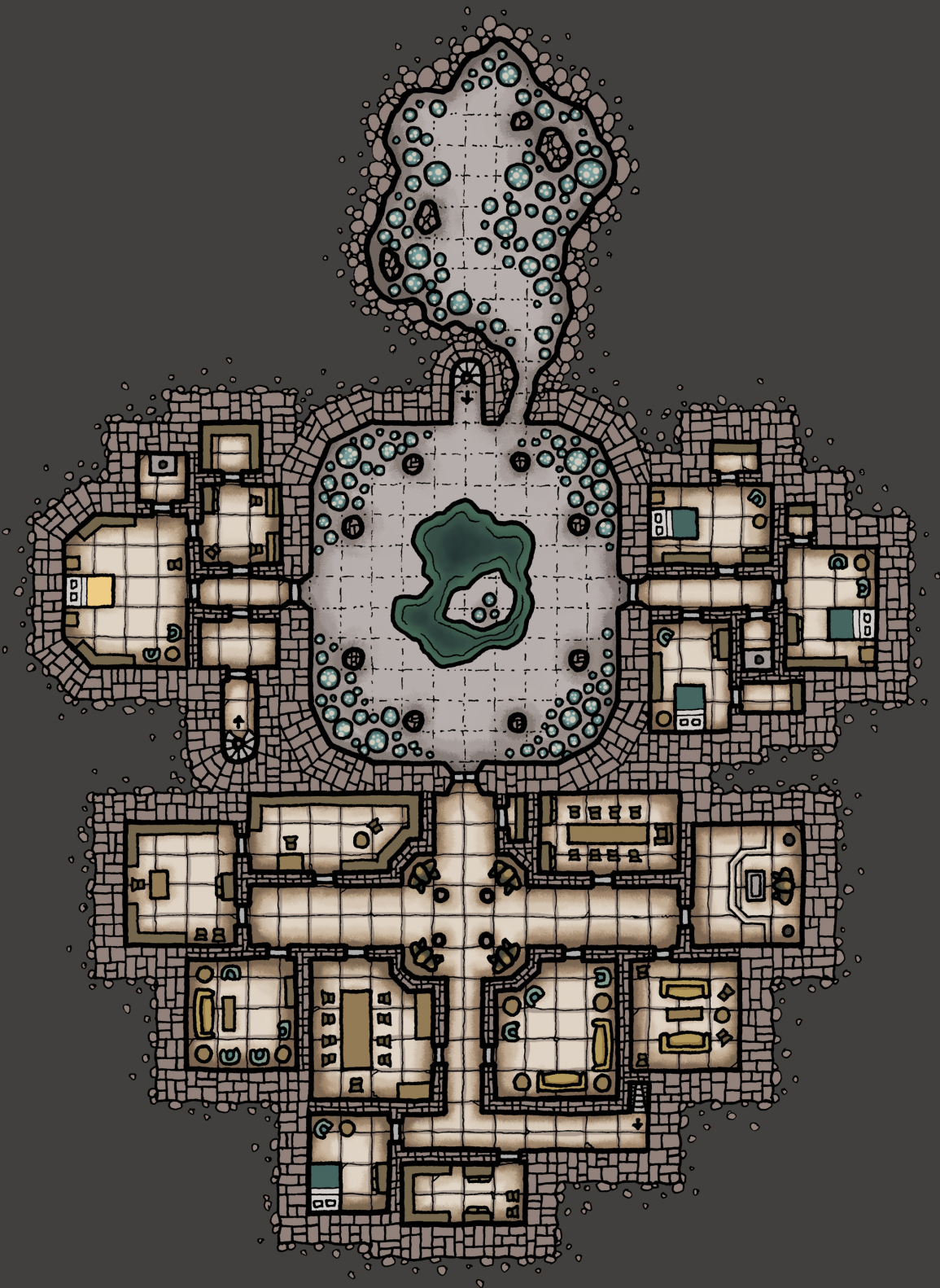


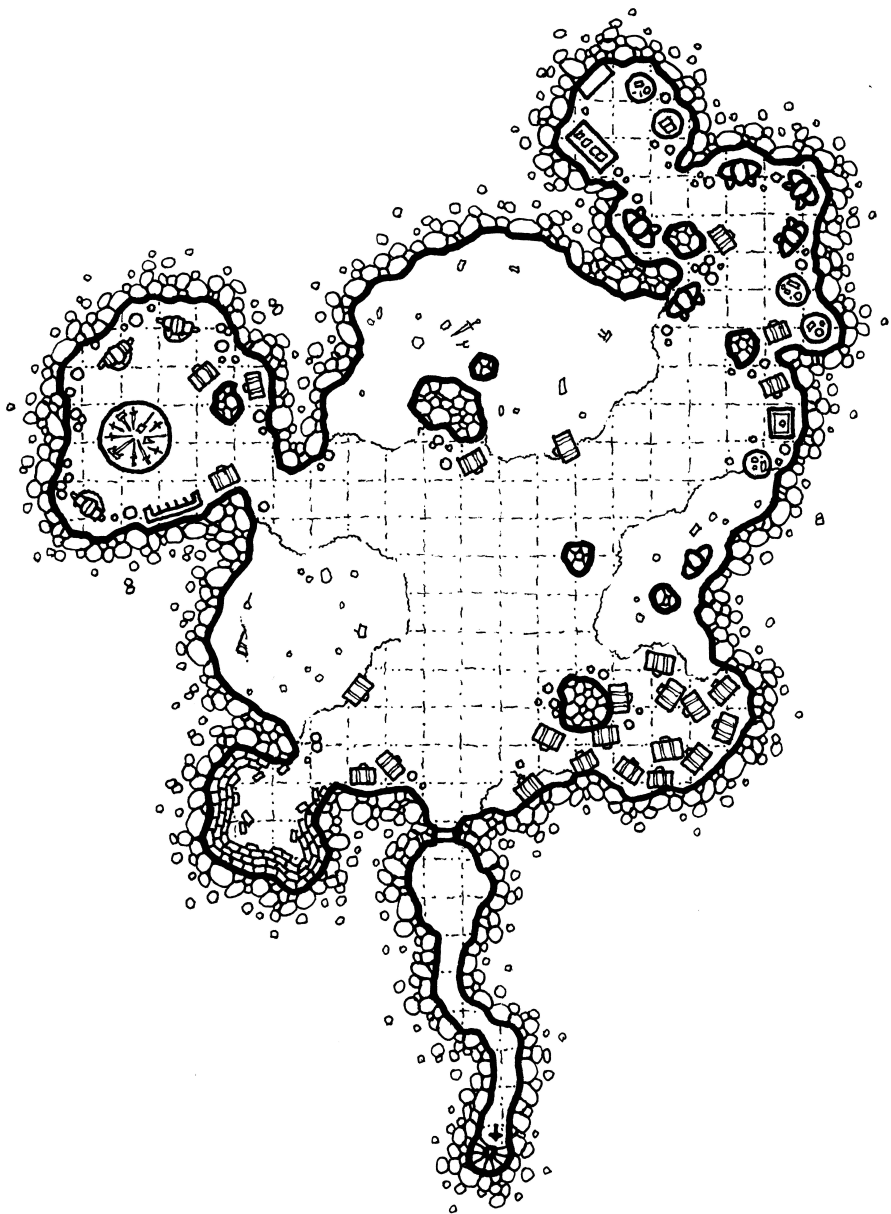
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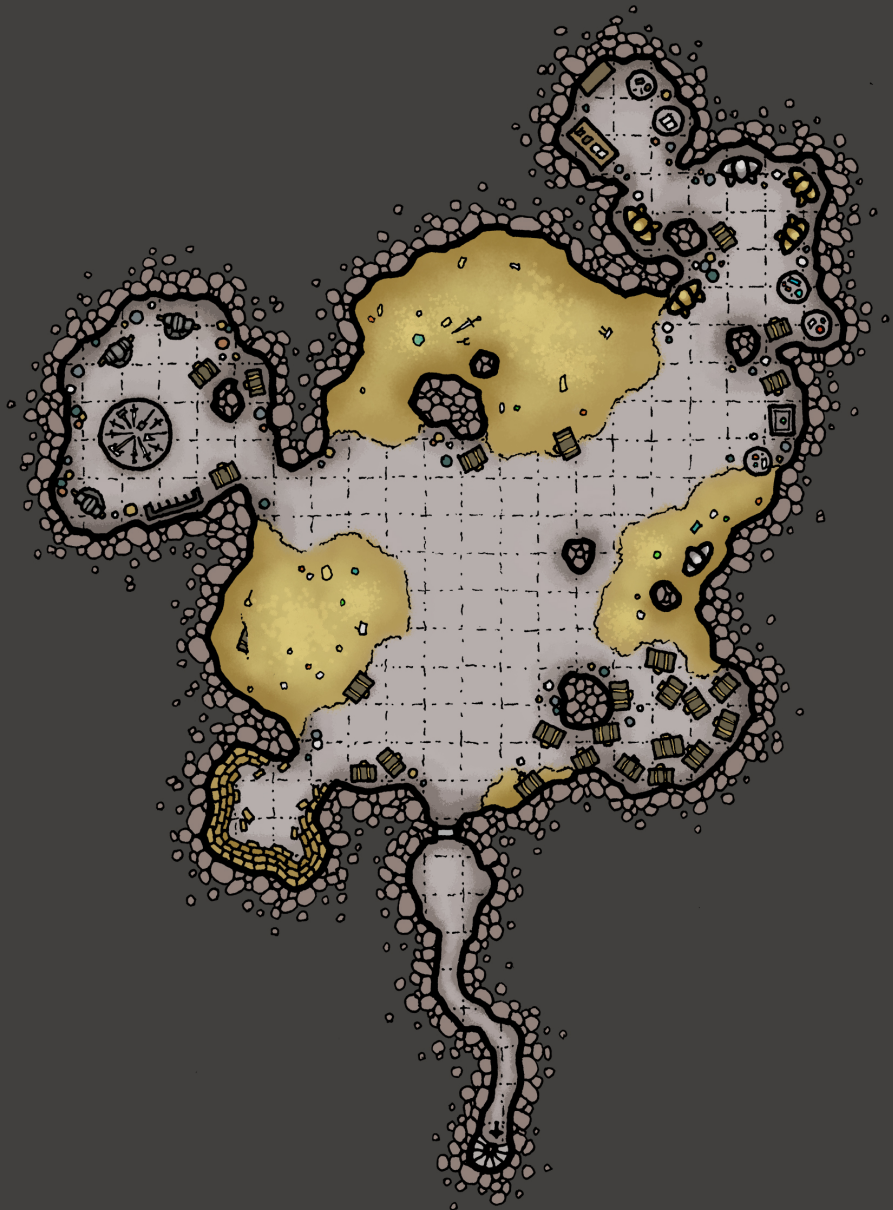


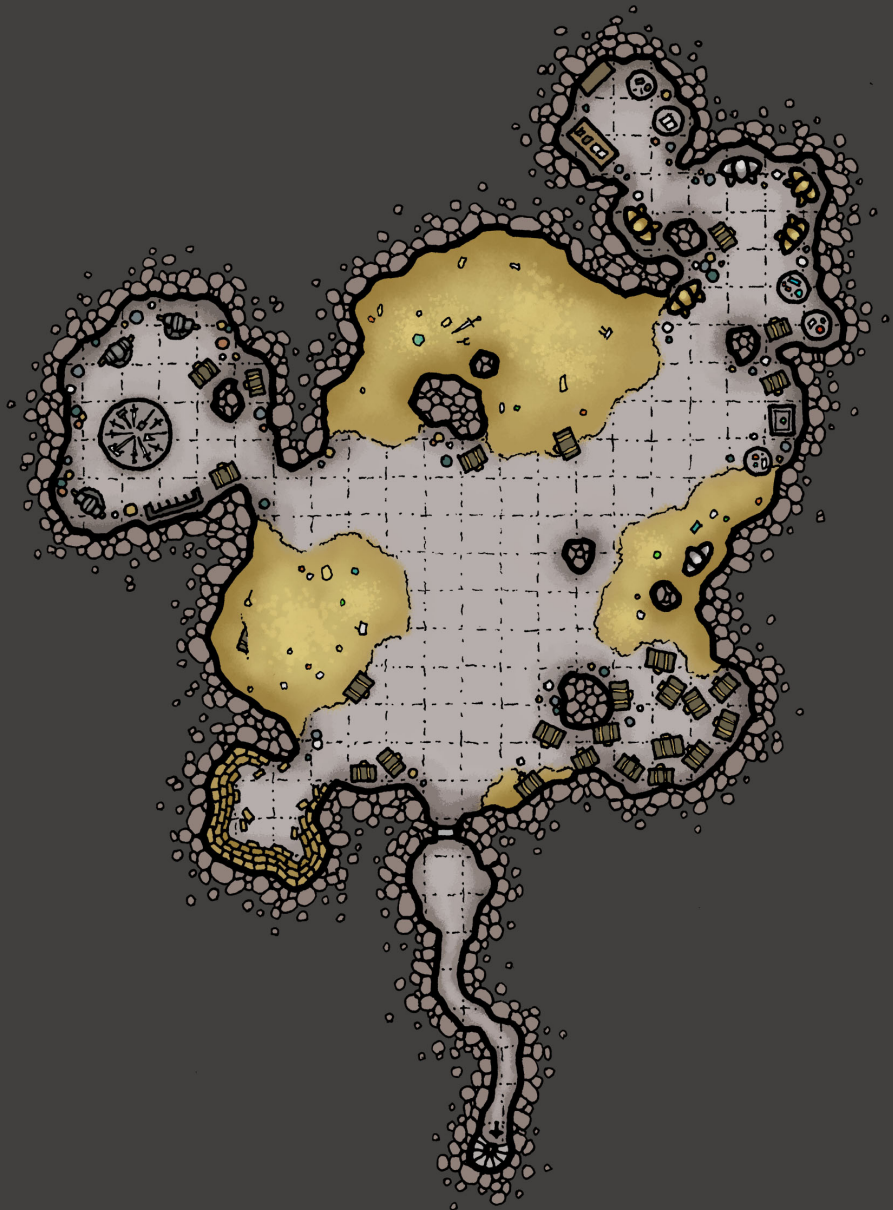


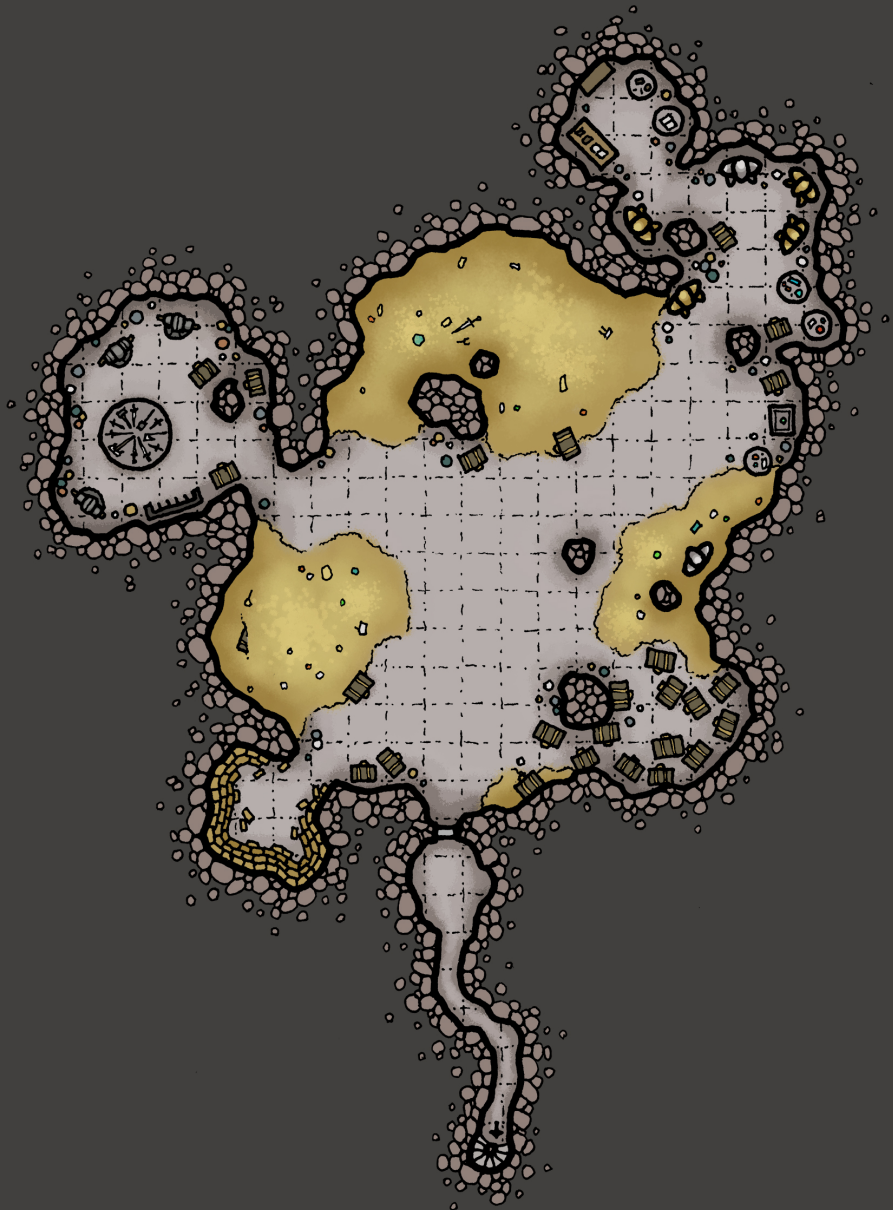












-The High King's palace is both the royal residence and the center of government of the Kingdom of the Twelve Mountains.

-The organizations based within include:

-THE PALACE GUARD: They guard the palace and are the most elite regiment in the kingdom. Membership is a great honor.

-THE ROYAL GUARD: These are the High King's personal bodyguards. Being a member of the Palace Guard means the King sees you every day, but being a member of the Royal Guard means he knows your name.

-THE MINISTRY OF DIPLOMACY: They're diplomats. They talk. The Kingdom's foreign policy is largely determined here.

-THE HIGH MARSHALS: The highest military rank in the kingdom is "Lord High Marshal." Three dwarves hold this title, the most senior of whom is known as the "Lord Paramount Marshal," or simply "the Paramount." In times of war, these are the

dwarves who will be found leading the kingdom's armies into battle.

-THE MINISTRY OF KNOWING: These are the High King's spies and assassins.

-THE MINISTRY OF ARCHITECTURE AND ENGINEERING: This particular agency might not be necessary in many kingdoms, but people living with a million tons of stone overhead need to have people who know how to make sure it stays there.

-THE ROYAL EXCHEQUER AND TREASURY: This is where taxes and other income are collected, counted, audited and paid out. At any given time, they can report the contents of the treasury down to the copper.

-THE OFFICE OF THE CHANCERY: This is where government documents are produced. Easily one of the least interesting places in the city.

-THE ROYAL MESSENGERS' OFFICE: Messages from the king or any ministry in the palace

are brought here. The Messengers' Office assigns a carrier, determines the best route and sends it on its way.

-THE COUNCIL OF THE HIGH CLANS: This is where the leaders of the High Clans assemble to vote on various matters assigned to them by the High King. While the king does retain absolute power, he will often hand down matters to be decided upon by the Council. Examples might include:

-Appoint a new Lord High Marshal

-Reform our trade policy to lower the cost of food

-Find a way to raise revenue for the war.

These decisions are often handed down to the Council because the king either doesn't have time to consider them personally or because he thinks the decision would benefit from being deliberated upon by a large group, rather than being made by one person. The king can always override the Council (except on the matter of royal succession*), but rarely does.

-The palace's defenses are only adequate in the event of a riot. Should an army make their way through the city's outer and inner gates, it is not an effective fallback point.

-The Brazen Throne is the large, tarnished hunk of brass upon which High Kings of the Brasshand clan have been sitting for generations. It is this seat from which the city gets its name.

-The palace garden is a natural cavern with a mushroom garden where the royal family can go to relax. This kind of environment is what dwarves would think of as "nature," in the same way that humans or elves would see a forest or meadow.

-The Royal Treasure Vaults are a large cluster of caverns where the Brasshand clan's wealth is accumulated. The vaults contain gems, art objects, weapons, armor, and magical items, in addition to a staggering amount of gold.

-While the vaults are shown as being a level above the royal apartments, this isn't strictly the case. In fact, the vaults are nowhere near the palace. While a staircase does lead up to them from the third floor, that staircase is connected to the stairs

in the vaults by an imperceptible magical portal.

Only the king and his immediate family are aware of the portal's existence. They are also the only ones who know the actual physical location of the vault.

-Should the vault's location be important to your campaign, here are a few possibilities:

-Some cavern in the middle of nowhere

-A cavern in another planet

-A cavern in the moon of your setting's planet

-A cavern in another plane of existence

-The specific magical protections used to guard the vault are at the DM's discretion, but it's fair to say there are a lot. Careless people don't have this much money for this long.

-Unlike the treasury, no one- including the king- knows exactly how much money the treasure vaults contain. Needless to say, there is enough. For anything.

-The reason for the massive accumulation of wealth is that, for several thousand years, the Brasshands have preferred to have their cake than to eat it. Large sums of money enter the vault and very little ever leaves it. While not

exactly frugal, the Brasshand kings have never been extravagant, either, and this disparity between income and expenditure has led to a huge store of wealth building up over time.

-To this day, the only major withdrawal of gold from the vaults has been the money used to fund the excavation and construction of the city of Brazen throne.

-Giving your PCs access to this wealth is a good idea and you should consider it. Making your players the richest people in the world is a great way to bring balance and stability to a campaign. Be sure and let me know how it goes.

*See Brazen throne History and Lore for details on royal succession.

BRAZENTHRONE THE HIGH KING'S PALACE