1 - To City Gates

2 - Livery
- A - Stables
- B - Wagon Storage
- C - Tack Room
- D - Hay Shed

3 - Innkeeper's Residence

4 - Shrine to Marthammor Duin

5 - Caravanserai
- A - Stables
- B - Hay and Fodder Storage
- C - Tavern
- D - Kitchen
- E - Pantry
- F - J - Guest Rooms

6 - Bath House

7 - Outhouse

8 - Supplies Trader
- A - Stock Room

9 - Warehouse
- A - Livestock Pen

10 -Well

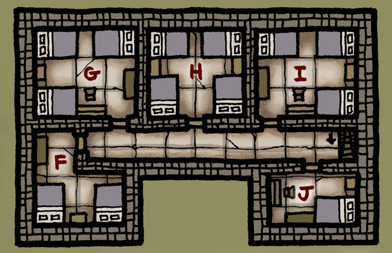
11 - Gem Trader
- A - Office

12 - Steel Trader
- A - Office
- B - Stock Room

13 - Arms Trader
- A - Stock Room

14 - Crafts Trader

15 - Guard House



CARAVANSERAI 2F

BRAZENTHRONE

1 • SURFACE TRADING OUTPOST

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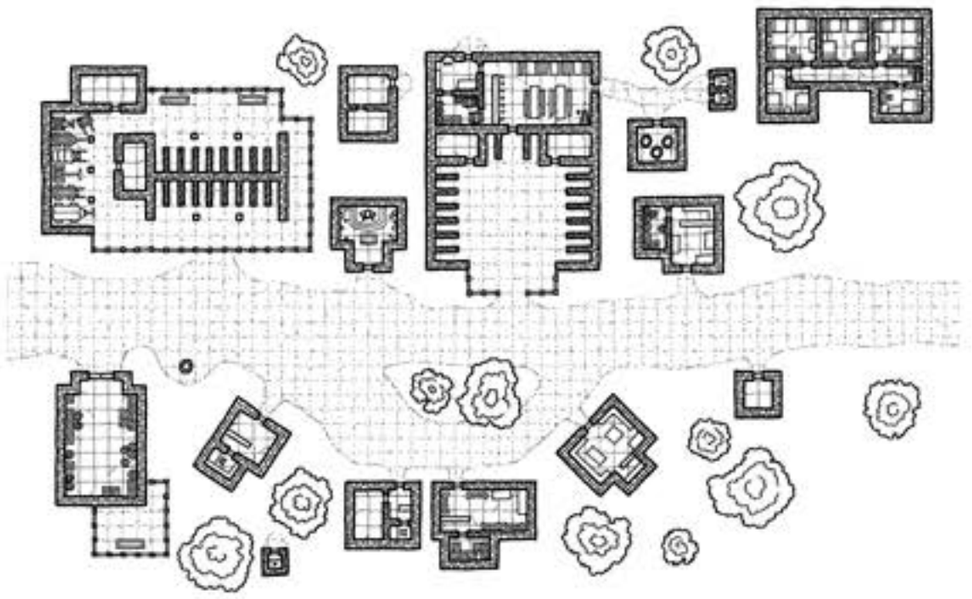


BRAZENTHRONE
1•SURFACE TRADING OUTPOST

PATREON.COM/MILBYSMAPS
MILBYSMAPS.COM

-This outpost was built just outside the city gates for the purpose of attracting more traders. The benefits to visiting trade caravans include:

-A caravanserai equipped to handle large caravans and their animals.

-A trader dealing in the kinds of supplies caravans often need.

-Bulk goods traders dealing in Brazenthrone's most popular exports (steel, gems, arms and armor, and crafted goods) have shops outside of town, eliminating the need for many traders to enter the city.

-Additionally, traders not entering the city will not need to pay customs on their goods. The dwarven traders, more more accustomed to the laws and procedures, handle this instead.

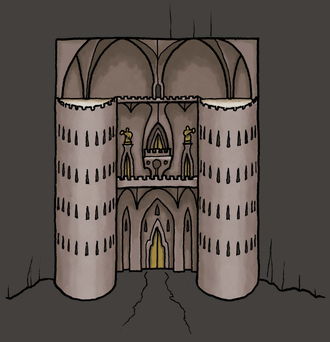
-While the caravanserai is primarily for foreign trade caravans, the livery is primarily for use by dwarven caravans returning home.

-The warehouse is for the dwarven traders, who often need a place to store bulk acquisitions until they can be hauled into the city. This will sometimes include livestock, a common import.

-The shrine is to Marthammor Duin, the dwarven god of travel.

-Aside from the innkeeper, the rest of the people working at the businesses here would likely live inside the city.

-Brazenthrone does not itself have gem mines. They import them from another city (which may or may not be a part of the same kingdom).



The Gates of Brazenthrone

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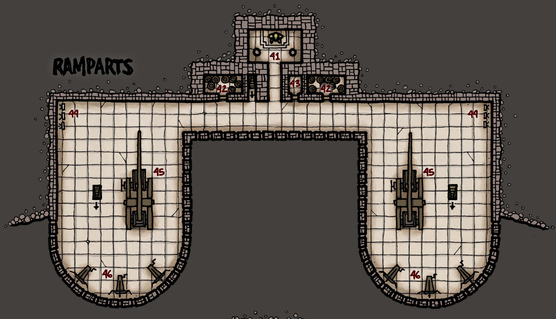
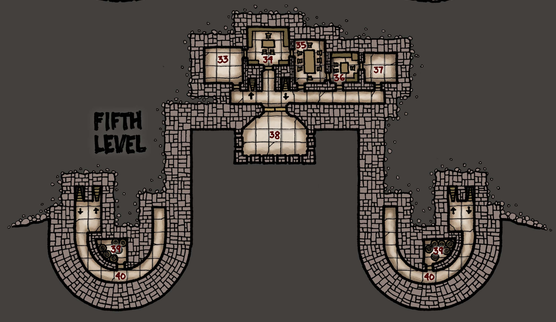
MILBYSMAPS.COM

Ramparts



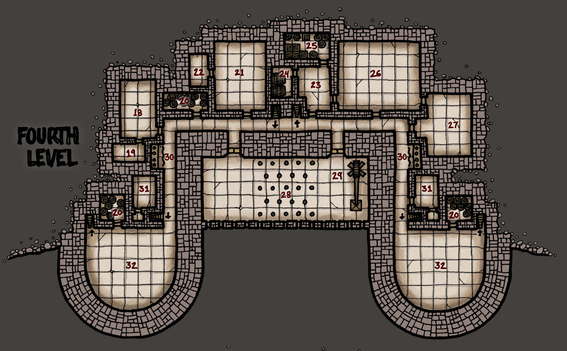
41 – Shrine (Gorm Gulthyn)
42 – Ammunition Storage
43 – Tool Closet
44 – Archery Butts
45 – Trebuchets
46 – Ballistas

Fifth Level



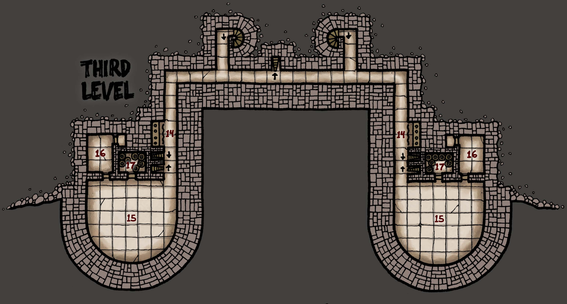
33 – Garrison Commander's Quarters
34 – Garrison Commander's Office
35 – Officers' Mess
36 – Deputy Commander's Office
37 – Deputy Commander's Quarters
38 – Balcony
39 – Ammunition Storage
40 – Embrasures

Fourth Level



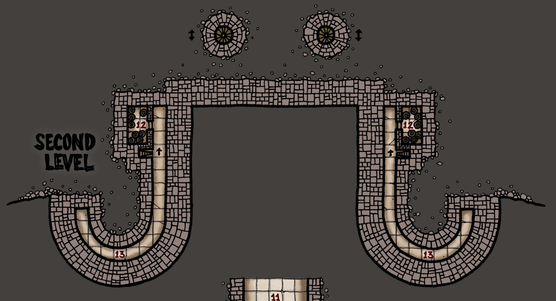
18 – Armory
19 – Storage (Misc. Equipment)
20 – Ammunition Storage
21 – Infirmary
22 – Storage (Medical Supplies)
23 – Kitchen
24 – Ale Store
25 – Food Store
26 – Mess Hall
27 – Common Room
28 – Balcony and Murder Holes
29 – Crane
30 – Latrines
31 – Officer's Quarters
32 – Barracks

Third Level



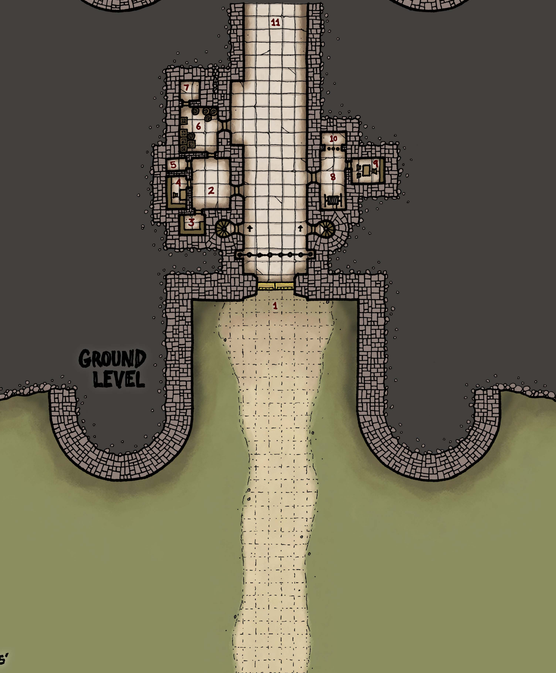
14 – Latrines
15 – Barracks
16 – Officer's Quarters
17 – Ammunition Storage

Second Level



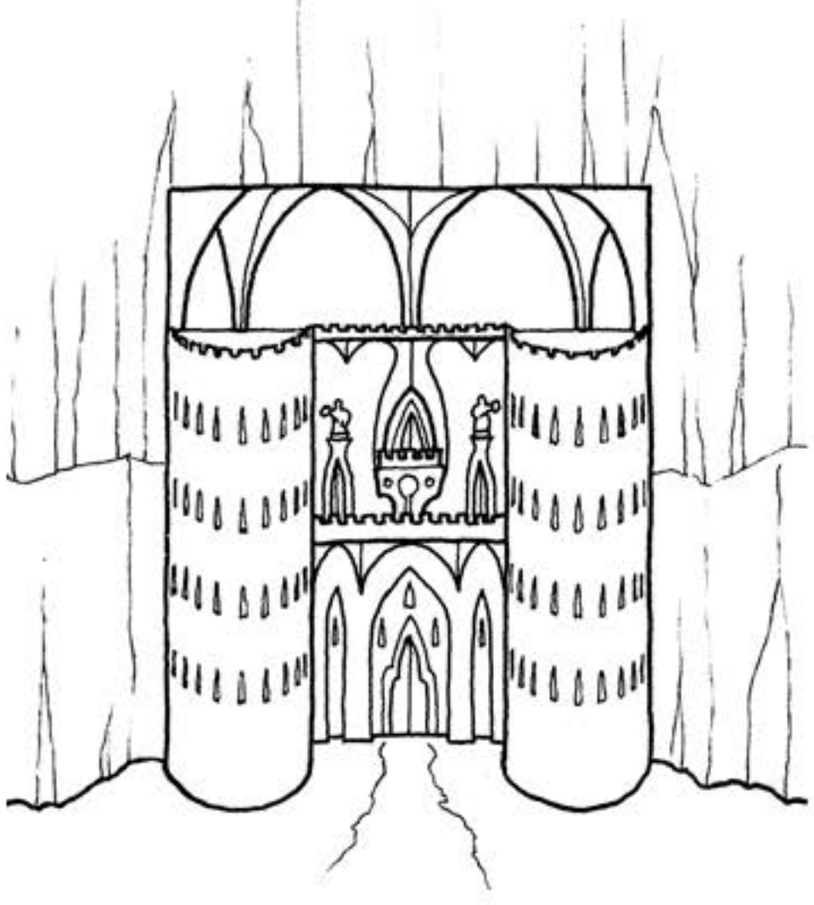
12 – Ammunition Storage
13 – Embrasures

Ground Level



1 – The Gates
2 – Customs House
3 – Records Room
4 – Chief Assessor's Office
5 – Collections Vault
6 – Storage (Seized Goods and Payment in Kind)
7 – Storage (Contraband)
8 – Guard Room and Gate Winch
9 – Watch Captain's Office
10 – Holding Cell
11 – Tunnel to the City

□ = 5'



The Gates of Brazenthrone

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-These gates are Brazenthrone's only surface entrance and it's main line of defense against attacks from above.

-The customs office collects tariffs from all merchants entering the city. Failing to declare any goods brought for sale could be seen as smuggling by the guards. In case you're looking for a way to throw your players in the naughty box for a while.

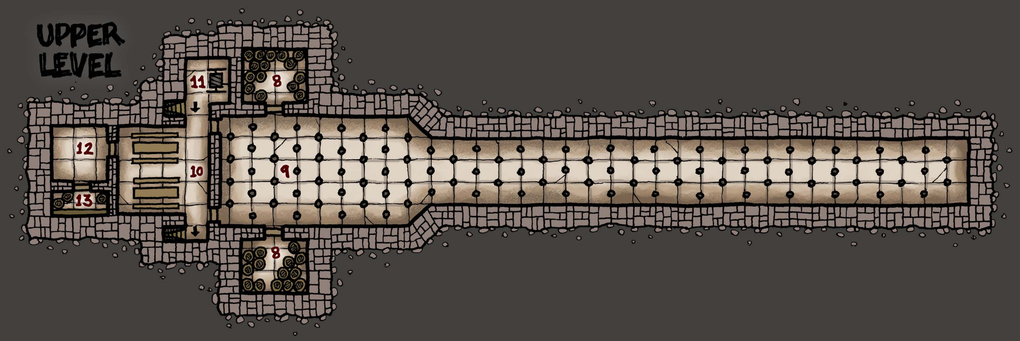
-A large garrison is stationed here at all times, along with a high-ranking military officer to make sure things are in order in the event of an assault.

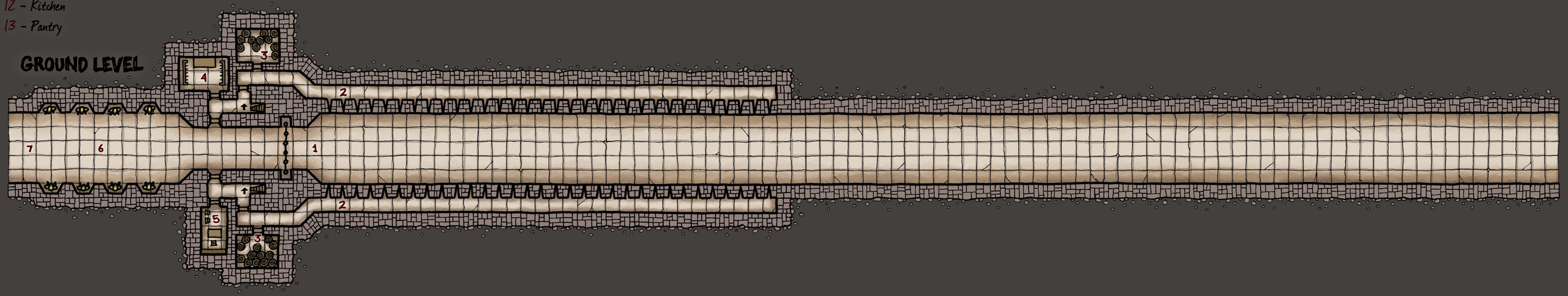
-Whatever the ranged weapon of choice for dwarves in your world happens to be, they have a lot of ammunition for it here.

-The Watch Captain, whose office is on the ground level, would deal with the day-to-day duties of permitting entrance to the city, turning certain people away, and enforcing the customs laws. He or she would be subordinate to the Garrison Commander.

-The shrine at the top of the ramparts is to Gorm Gulthyn, the dwarven god of vigilance and defense. Or whatever god is more appropriate for your setting.

1 - Inner Gate
2 - Embrasures
3 - Ammunition Storage
4 - Armory
5 - Guard Captain's Office
6 - Heroes' Memorial
7 - To Great Hall
8 - Storage (Oil, Caltrops)
9 - Murder Holes
10 - Mess Hall
11 - Gate Winch
12 - Kitchen
13 - Pantry





The Inner Gates

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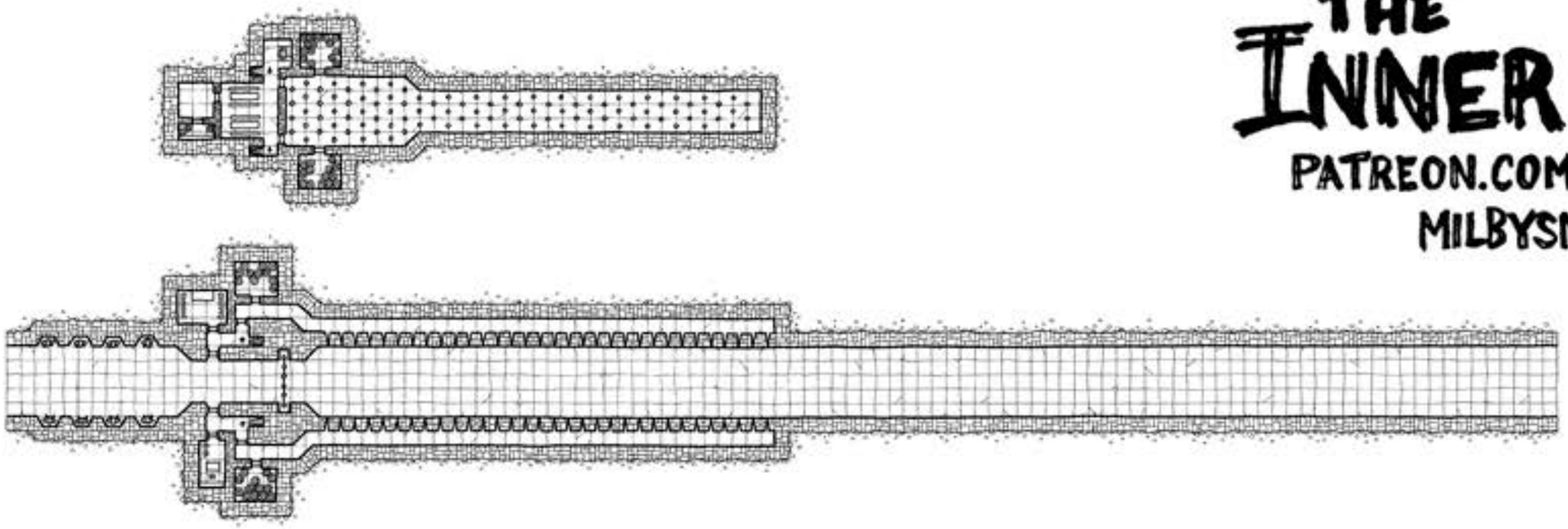

The Inner Gates

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-This is the fallback point in the event that the main gates should be lost. With numerous embrasures (arrow slits) on both sides and a long stretch of murder holes above, this is meant to be a meat grinder for any attacking army.

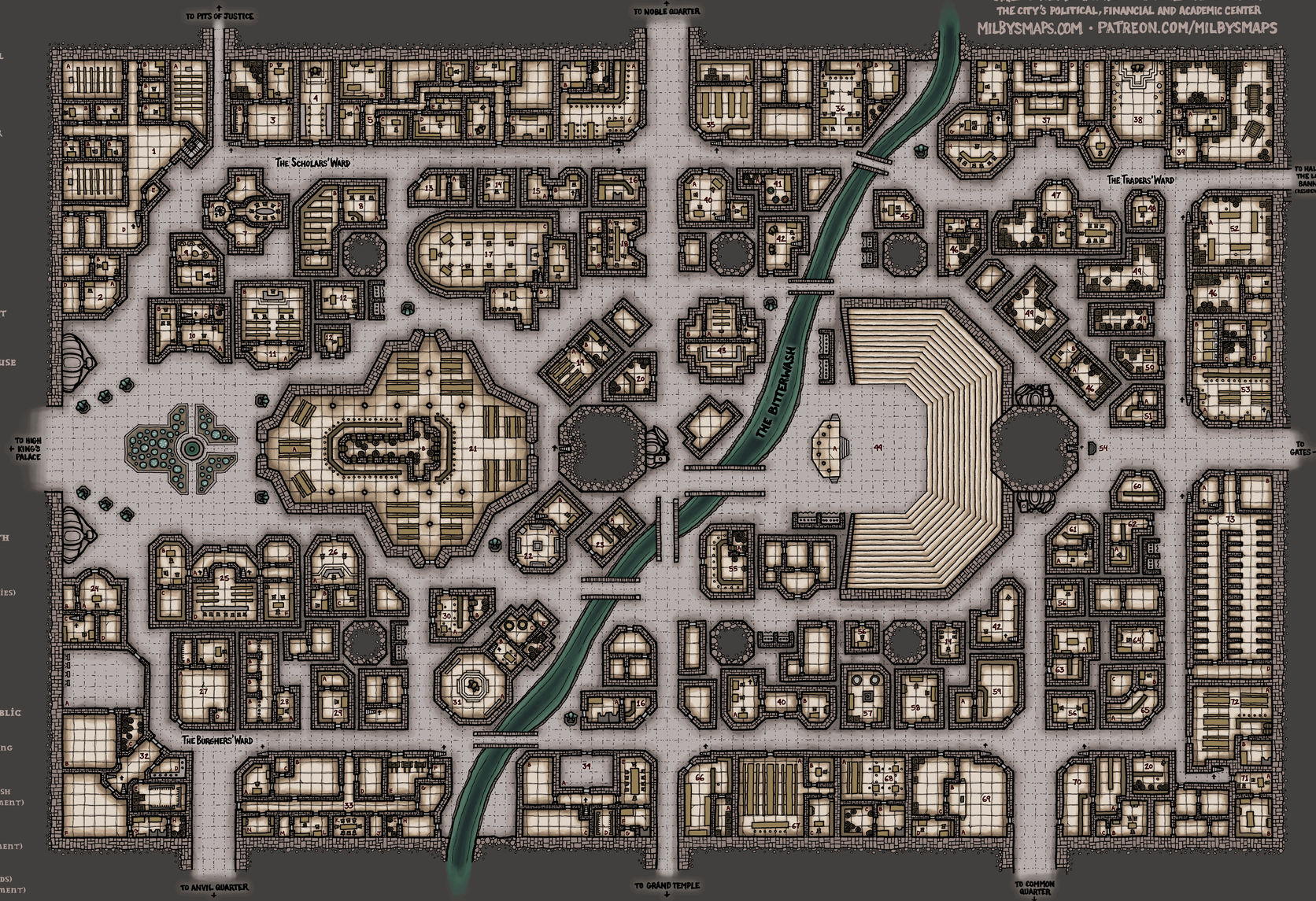
-Unlike the main gates, the garrison here does not sleep in a barracks on-site. Instead, they retire either to a barracks in the city or to their homes.

-The garrison here is much smaller than the one at the main gates, since they would not expect to have to defend their position from a major assault without warning. Soldiers would be called up from elsewhere in the city in the event of an attack.

The Great Hall of Brazenthrone

THE CITY'S POLITICAL, FINANCIAL AND ACADEMIC CENTER

MILBYSMAPS.COM • PATREON.COM/MILBYSMAPS



1 - King's College
- A - Lecture Hall
- B - Professor's Office
- C - Student Quarters
- D - Common Room
- E - Storage (misc.)

2 - Svirfneblin Embassy
- A - Diplomatic Office
- B - Ambassador's Office
- C - Ambassador's Quarters
- D - Aides' Quarters

3 - Lower Realms Trading Co.
- A - Assembly & Briefing Room
- B - Armory
- C - Storage (trade goods)
- D - Office

4 - Shrine to Dugmaren Brightmantle

5 - The Scholars' Enclave
- A - Cartographer's Office
- B - Engineer's Workshop
- C - Linguist's Office
- D - Alchemist's Laboratory
- E - Mathematician's Study
- F - Historian's Office
- G - Architect's Office
- H - Sculptor's Studio
- I - Inventor's Workshop

6 - The Thirsty Scholar Tavern
- A - Barroom
- B - Kitchen
- C - Storage (beer)

7 - Drow Embassy
- A - Foyer
- B - Aides' Quarters
- C - Guards' Quarters
- D - Meeting Room

8 - The Archives
- A - Reading Room
- B - Record Archive
- C - Restricted Archive

9 - Human Embassy
- A - Drawing Room
- B - Ambassador's Office

10 - Dwarven Embassy
- A - Diplomatic Office
- B - Ambassador's Office
- C - Kitchen
- D - Pantry & Ale Store

11 - Courthouse
- A - Foyer
- B - Courtroom

12 - Advocate's Office

13 - Imported Goods Shop
- A - Stock Room

14 - Barber

15 - Tailor
- A - Fitting Room
- B - Sewing Room

16 - Bakery
- A - Kitchen

17 - Library of Brazenthrone
- A - Entry Hall
- B - Cloak Room
- C - Reading Room
- D - Head Librarian's Office

18 - Architects' Guildhall
- A - Meeting Hall
- B - Office
- C - Storage (guild records)

19 - Flaming Maeve's Cookhouse
- A - Dining Room
- B - Kitchen

20 - Tobacconist

21 - The Great Festhall
- A - The King's Table
- B - Storage (beer)

22 - Museum
- A - Exhibits
- B - Research Room

23 - Antiquities Dealer
- A - Stock Room

24 - Human Embassy
- A - Diplomatic Office
- B - Kitchen
- C - Ambassador's Office
- D - Aides' Quarters

25 - City Hall
- A - Foyer
- B - Clerks' Office
- C - Records Room
- D - Council of Aldermen Meeting Chamber
- E - Guard Room
- F - Burgomaster's Office

26 - Magistrate's Court
- A - Hearing Chamber
- B - Clerk's Office
- C - Magistrate's Office

27 - Central Watchhouse
- A - Briefing Room and Training Hall
- B - Armory
- C - Watchmaster's Office
- D - Holding Cell

28 - Jail
- A - Guard Room
- B - Cell

29 - Notary Office
- A - Storage (records)

30 - The Temple Bar
- A - Barroom
- B - Storage (beer)

31 - Temple of Hanseath
- A - Worship Hall
- B - Kitchen & Dining Area
- C - Brewery
- D - Storage (godsale)
- E - Storage (brewing supplies)

32 - Barracks
- A - Training Yard
- B - Soldiers' Quarters
- C - Storage (ammunition)
- D - Latrines
- E - Armory
- F - Mess Hall
- G - Kitchen
- H - Pantry

33 - Department of Public Works
- A - Chief Engineer's Office
- B - Dept. of Civil Engineering
- C - Storage (Architectural Plans)
- D - Dept. of Maintenance
- E - Dept. of Sewage & Rubbish
- F - Storage (tools & equipment)
- G - Dept. of Ratcatching
- H - Ratter Kennels
- I - Storage (poisons)
- J - Storage (tools & equipment)
- K - Meeting Room
- L - Surveyors' Office
- M - Storage (survey records)
- N - Storage (tools & equipment)

34 - Hammers of Moradin Chapterhouse
- A - Training Yard
- B - Guest Quarters
- C - Resident Paladins' Quarters
- D - Armory
- E - Dining Hall
- F - Kitchen
- G - Pantry

35 - Draper's Shop
- A - Stock Room

36 - The Silverlodge Inn
- A - Tavern
- B - Kitchen
- C - Pantry

37 - The Argent Bank
- A - Tellers' Counter
- B - Supervisor's Office
- C - Guard Room
- D - Deposit Safes
- E - Auxiliary Vault
- F - Counting Room
- G - Moneylender's Office
- H - Meeting Room

38 - Shrine to Vergadain

39 - The Crimson Standard Caravan Company
- A - Office
- B - Secure Storage Room
- C - Caravan Loading Area
- D - Storage (trade goods)

40 - Architects' Office
- A - Draftsmens' Office
- B - Master Architect's Office

41 - Dyeworks
- A - Storage (dyes)

42 - Artist's Studio

43 - Runecasters' Tower
- A - Teaching Hall
- B - Storage (misc.)
- C - Meeting Hall

44 - Amphitheater
- A - Stage

45 - Property Broker

46 - Small Trading Company
- A - Storage (trade goods)
- B - Office
- C - Secure Storage Room

47 - Redforge & Shalebeard Trading Company
- A - Foyer
- B - Storage (trade goods)
- C - Office
- D - Meeting Room

48 - Metals Broker

49 - Warehouse

50 - Mail and Freight Broker

51 - Moneychanger
- A - Vault

52 - Commodity Market
- A - Grain Scale

53 - The Gateside Inn
- A - Tavern
- B - Common Room
- C - Storage (beer)
- D - Kitchen
- E - Pantry

54 - The Map Stone

55 - The Grey Victor Bar
- A - Storage (beer)

56 - Scribe

57 - Papermaker

58 - Bookbinder

59 - Book Shop
- A - Stock Room

60 - Provisioner's Shop

61 - Cartographer's Shop and Studio
- A - Drafting Room

62 - Apothecary
- A - Laboratory

63 - Herbalist
- A - Laboratory

64 - Dentist

65 - The Old Sentinel Deposit Bank
- A - Tellers' Counter
- B - Bank Director's Office
- C - Vault

66 - Religious Goods Shop
- A - Stock Room

67 - Stonemasons' Guildhall
- A - Meeting Hall
- B - Office
- C - Guildmaster's Office

68 - The Sleeping Boar Restaurant
- A - Dining Room
- B - Kitchen
- C - Pantry

69 - Auction House
- A - Auction Hall
- B - Auction Block
- C - Storage (auction items)
- D - Office

70 - Pawnbroker
- A - Inventory
- B - Office
- C - Vault

71 - Chirurgeon
- A - Office
- B - Surgery Room

72 - The Limping Pony Tavern
- A - Barroom
- B - Kitchen

73 - Livery
- A - Farriery Room
- B - Tack Room
- C - Stalls
- D - Storage (fodder)

NOTE: UNMARKED STRUCTURES ARE EMPTY BUILDINGS OR RESIDENCES.

□ = 5'

The Great Hall of Brazenthrone

THE CITY'S POLITICAL, FINANCIAL AND ACADEMIC CENTER

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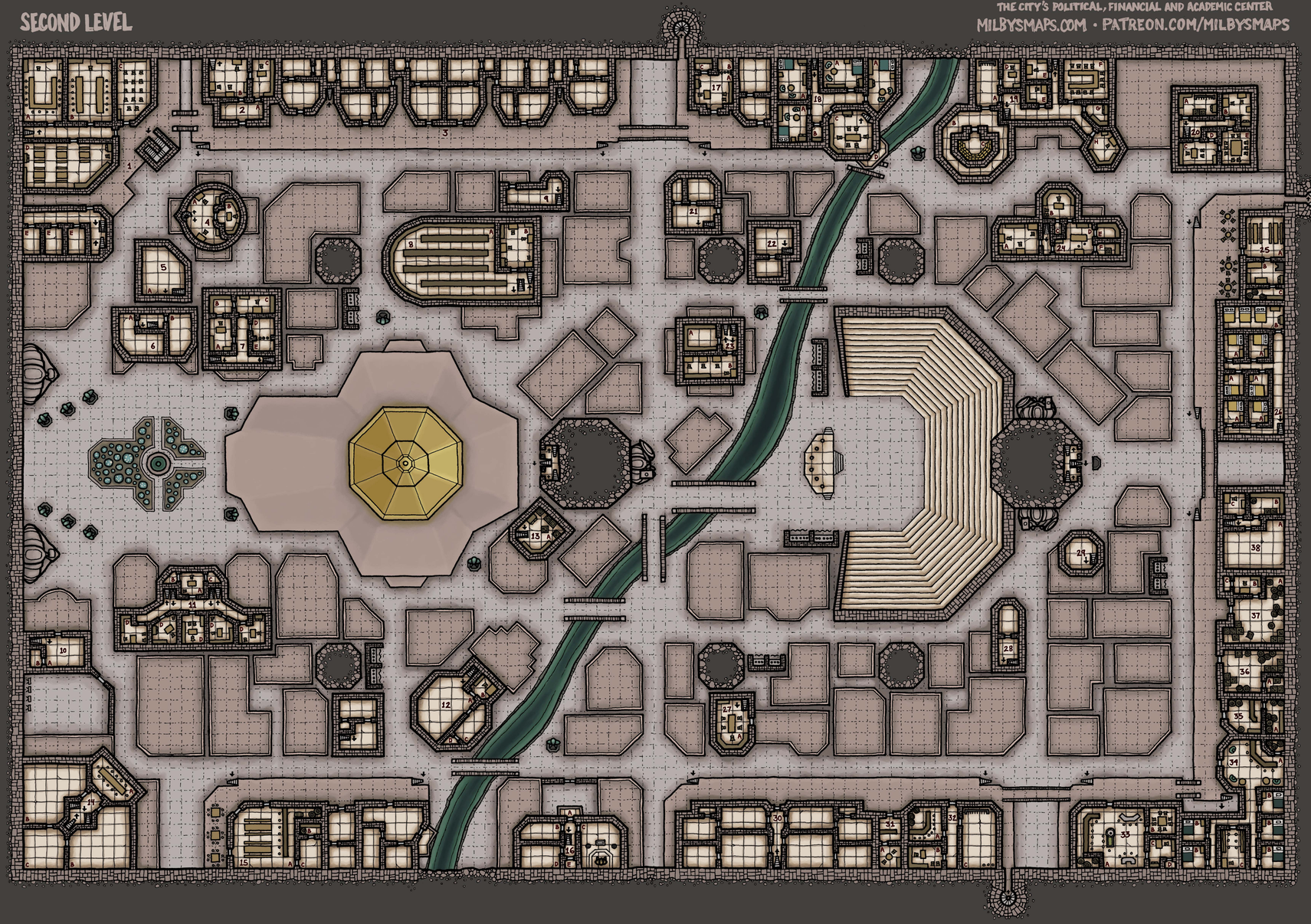
SECOND LEVEL



1 - King's College
- A - Teaching Hall (Geology)
- B - Teaching Hall (Architecture)
- C - Teaching Hall (Mathematics)
- D - Teaching Hall (Engineering)
- E - Student Quarters

2 - Duergar Embassy
- A - Guard Room
- B - Diplomatic Office
- C - Ambassador's Office

3 - Apartments

4 - Drow Embassy
- A - Diplomatic Office
- B - Ambassador's Office

5 - Human Embassy
- A - Ambassador's Residence

6 - Dwarven Embassy
- A - Staff Quarters
- B - Staff Common Room

7 - Courthouse
- A - Clerk's Office
- B - Storage (Court Records)
- C - Judge's Office
- D - Bailiff's Room
- E - Holding Cell

8 - Library of Brazenthrone
- A - Bookstacks
- B - Scriptorium

9 - Tailor (Residence)

10 - Human Embassy
- A - Ambassador's Quarters
- B - Wardrobe

11 - City Hall
- A - City Treasurer's Office
- B - Storage (Documents)
- C - Vault
- D - Alderman's Office

12 - Temple of Hanseath
- A - Priests' Quarters
- B - High Priest's Office
- C - High Priest's Quarters
- D - Wardrobe

13 - Museum
- A - Storage (Artifacts)

14 - Barracks
- A - Officers' Mess
- B - Soldiers' Quarters
- C - Lower Officers' Quarters

15 - "The Veteran's Arms" Tavern
- A - Barroom
- B - Pantry
- C - Kitchen

16 - Hammers of Moradin Chapterhouse
- A - Balcony
- B - Master-at-Arms' Quarters
- C - Shrine (Moradin)
- D - Chaptermaster's Quarters
- E - Storage (Misc.)

17 - Watchhouse
- A - Duty Room
- B - Holding Cell
- C - Storage (Misc.)

18 - The Silverlodge Inn
- A - Guest Room
- B - Storage (Misc.)
- C - The Tower Suite
- D - Balcony

19 - The Argent Bank
- A - Guard Room
- B - Vault Antechamber
- C - Main Vault
- D - Chief Sentry's Office
- E - Office
- F - Meeting Room
- G - Storage (Records)
- H - Chief Usurer's Office

20 - The Crimson Standard Caravan Company
- A - Storage (Misc.)
- B - Counting Room
- C - Master Trader's Office
- D - Vault
- E - Meeting Room

21 - Architects' Office (Residence)

22 - Artist's Studio (Residence)

23 - Runecasters' Tower
- A - Library
- B - Study Room

24 - Redforge & Shalebeard Trading Company
- A - Counting Room
- B - Master Trader's Office
- C - Vault
- D - Logistics Office
- E - Storage (Maps and Charts)
- F - Storage (Misc.)

25 - "The Spice Barrel" Restaurant
- A - Dining Room
- B - Kitchen
- C - Pantry

26 - The Gateside Inn
- A - Guest Room
- B - Large Guest Room

27 - Architects' Office
- A - Meeting Room

28 - Artist's Studio (Residence)

29 - Cartographer's Shop and Studio (Residence)

30 - Apartments

31 - Diviner
- A - Consultation Room

32 - "The Stygian Axes" Mercenary Company Headquarters
- A - Bar
- B - Company Commander's Office
- C - Training Hall

33 - Gambling Hall
- A - Bar and Gaming Room
- B - Card Room
- C - Office
- D - Vault

34 - Brothel
- A - Lounge
- B - Bedrooms
- C - Dressing Room

35 - Brewing Supply Shop
- A - Stock Room

36 - Warehouse
- A - Locked Storeroom

37 - Small Trading Company
- A - Storage (Trade Goods)
- B - Office
- C - Vault

38 - Livery
- A - Storage (Hay & Fodder)
- B - Storage (Tools & Supplies)
- C - Stablemaster's Office

NOTE: Unmarked structures are residences or empty buildings.

□ = 5′

The Great Hall of Brazenthrone

THE CITY'S POLITICAL, FINANCIAL AND ACADEMIC CENTER

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THIRD LEVEL

1 - King's College
- A - Teaching Hall (Laws)
- B - Teaching Hall (Warfare)
- C - Teaching Hall (Metallurgy)
- D - Professor's Office
- E - Student Quarters

2 - Duergar Embassy
- A - Staff Quarters

3 - Apartments

4 - Drow Embassy
- A - Ambassador's Office
- B - Shrine (Lolth)

5 - Library of Brazenthrone
- A - Bookstacks
- B - Private Reading Room
- C - Rare and Ancient Texts Section

6 - City Hall
- A - Alderman's Office
- B - Meeting Room

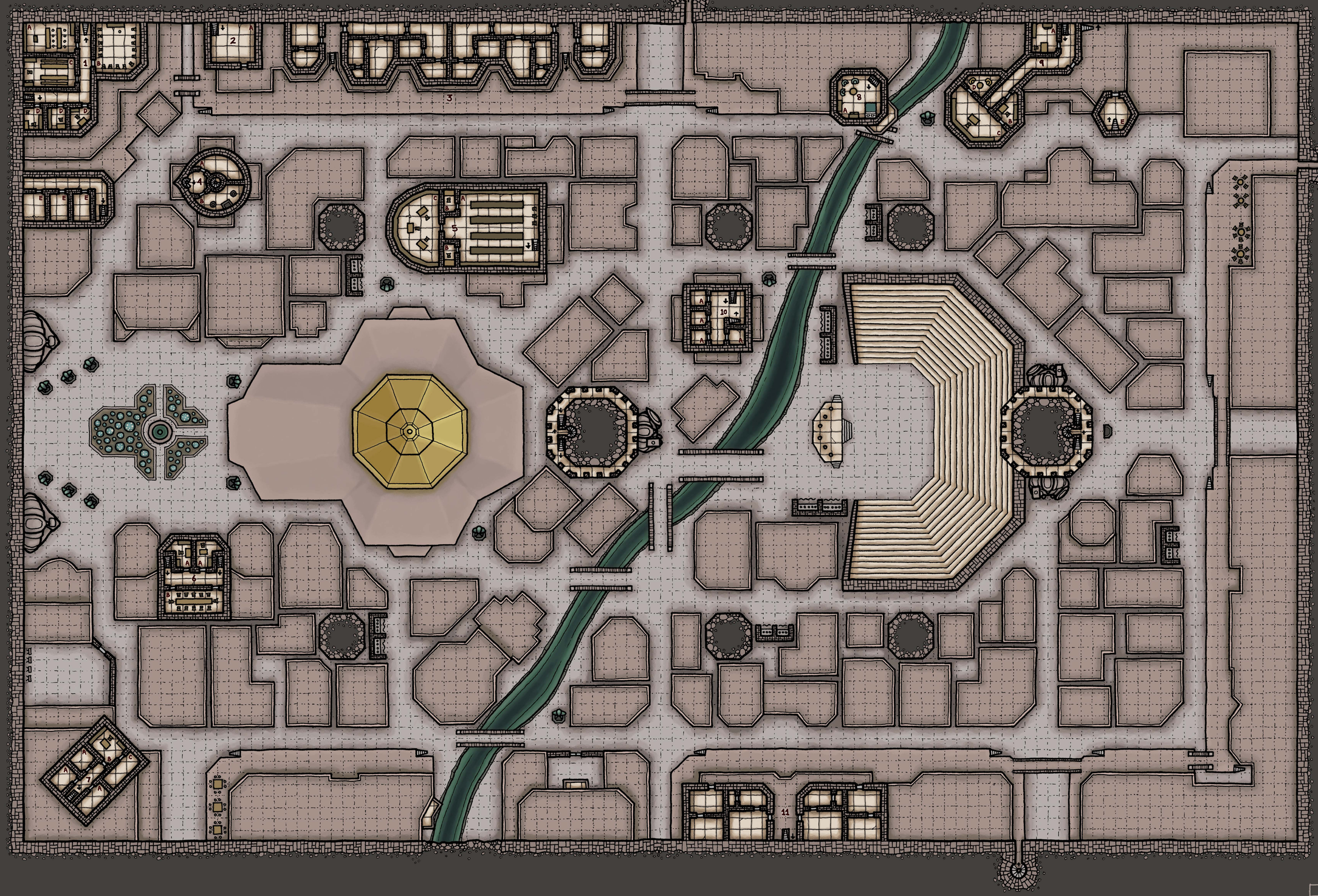
7 - Barracks
- A - Officer's Quarters
- B - Commander's Office
- C - Commander's Quarters

8 - The Silverlodge Inn
- A - The Tower Suite

9 - The Argent Bank
- A - Chief Collector's Office
- B - Assistant's Office
- C - Lord Director's Office
- D - Private Parlor
- E - Guard Room

10 - Runecasters' Tower
- A - Prayer Room

11 - Apartments



□=5′

The Great Hall of Brazenthrone

The city's political, financial and academic center

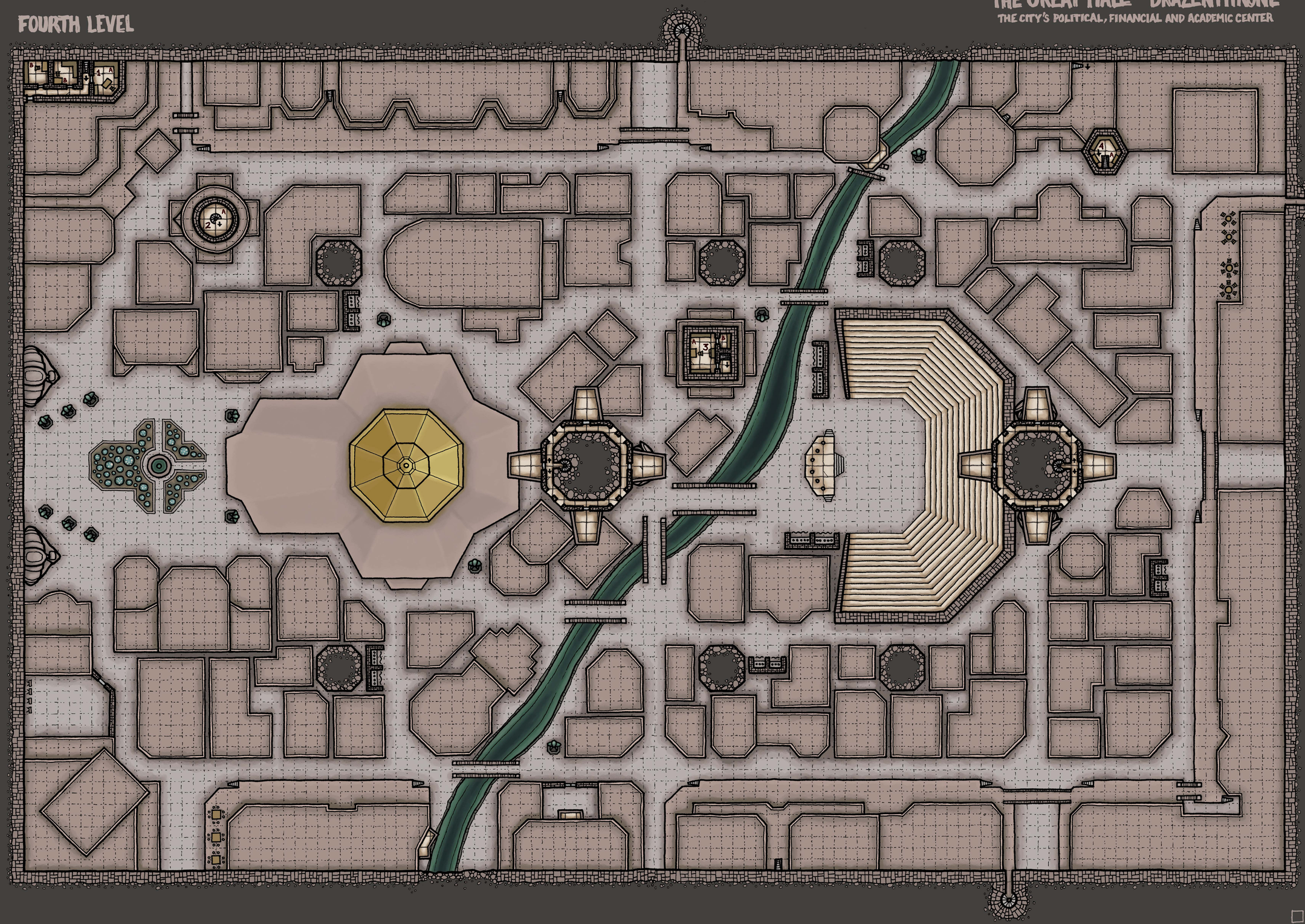
Fourth Level

1 - King's College
- A - First Professor's Office
- B - Professor's Office

2 - Drow Embassy
- A - Intelligence Room

3 - Runecasters' Tower
- A - Master Runecaster's Office
- B - Storage (Ancient Texts)

4 - The Argent Bank
- A - Records Vault

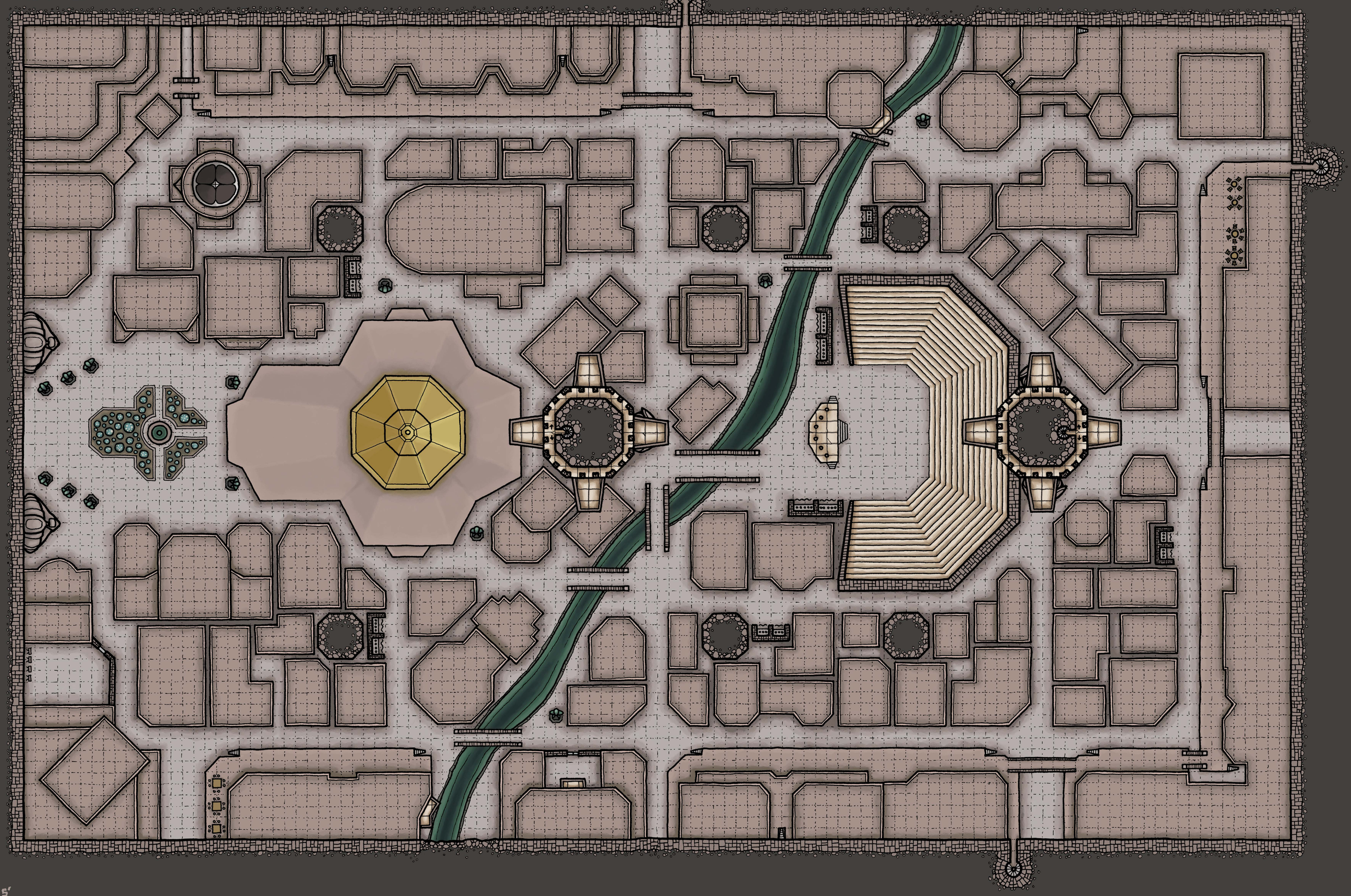


□=5'

The Great Hall of Brazenthrone

THE CITY'S POLITICAL, FINANCIAL AND ACADEMIC CENTER

FIFTH LEVEL



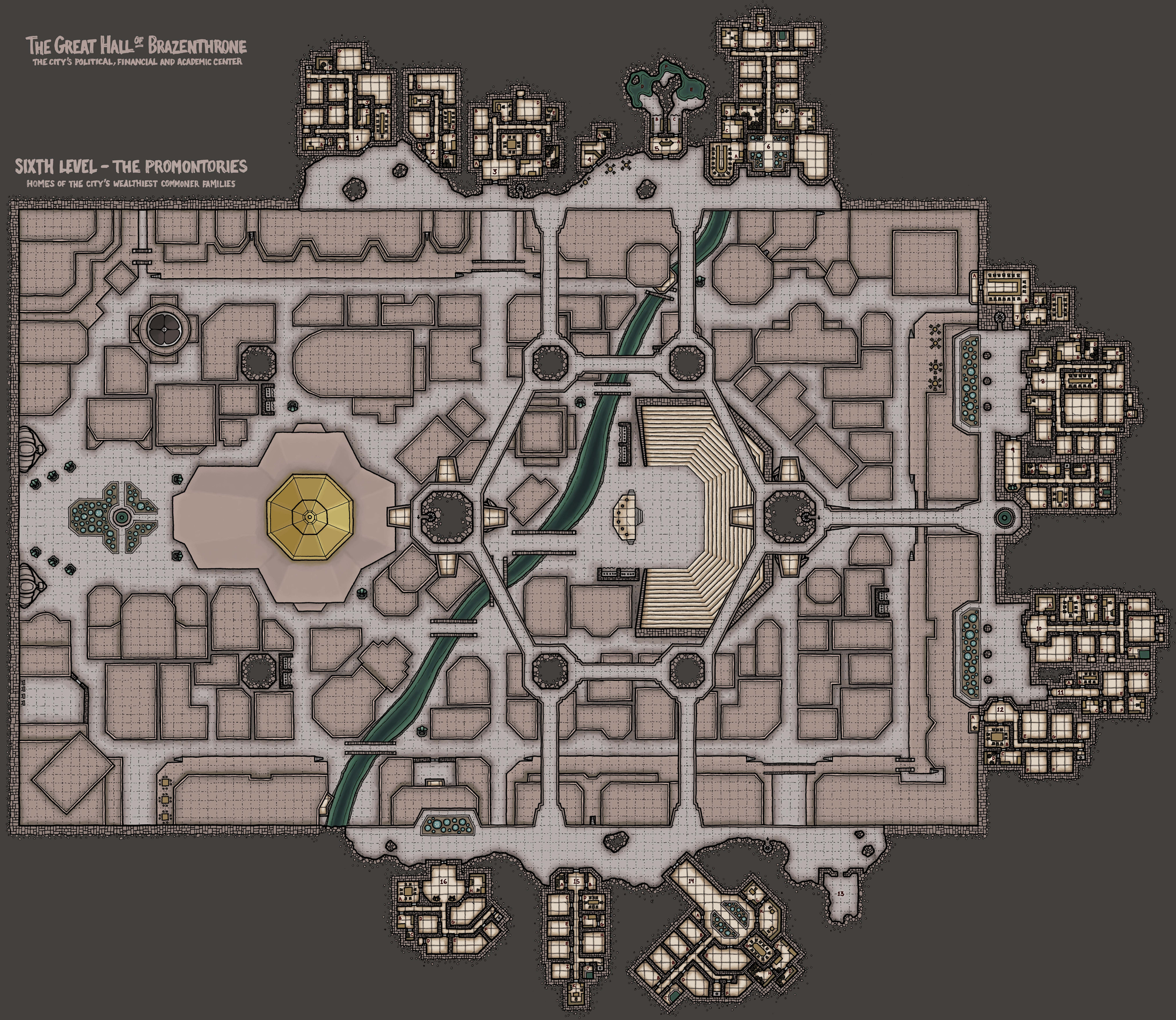
□ = 5′

The Great Hall of Brazenthrone

The city's political, financial and academic center

Sixth Level - The Promontories

Homes of the city's wealthiest commoner families



1 - Blackrock Estate
- A - Cloak room
- B - Office
- C - Storage (documents)
- D - Servants' quarters
- E - Bedroom
- F - Storage (misc.)
- G - Master bedroom
- H - Great room
- I - Kitchen
- J - Pantry
- K - Dining room

2 - Stronghammer Estate
- A - Cloak room
- B - Great room
- C - Study
- D - Master bedroom
- E - Dining room
- F - Kitchen
- G - Pantry

3 - Aurichelm Estate
- A - Cloak room
- B - Bedroom
- C - Study
- D - Master bedroom
- E - Storage (misc.)
- F - Dining room
- G - Servants' quarters
- H - Kitchen
- I - Food stores

4 - Kaeth (coffee) house
- A - Storeroom

5 - Steam Baths
- A - Entry hall
- B - Men's dressing room
- C - Women's dressing room
- D - Men's baths
- E - Women's baths
- F - Mixed baths

6 - Argentstone Estate
- A - Dining hall
- B - Great room
- C - Kitchen
- D - Pantry
- E - Food stores
- F - Library
- G - Study
- H - Bedroom
- I - Office
- J - Master bedroom
- K - Vault
- L - Bath
- M - Servants' quarters

7 - Traders' Guildhall
- A - Balcony
- B - Meeting hall
- C - Guildmaster's office
- D - Storage (guild records)
- E - Conference room

8 - Shatterpick Estate
- A - Library
- B - Kitchen
- C - Pantry
- D - Food stores
- E - Storage (misc.)
- F - Dining room
- G - Servants' quarters
- H - Office
- I - Great room
- J - Master bedroom
- K - Vault
- L - Guest room
- M - Bedroom

9 - Shalebeard Estate
- A - Kitchen
- B - Pantry
- C - Great room
- D - Dining room
- E - Storage (misc.)
- F - Master bedroom
- G - Servants' quarters
- H - Bath

10 - Silvercoin Estate
- A - Library
- B - Dining room
- C - Kitchen
- D - Pantry
- E - Study
- F - Servants' quarters
- G - Master bedroom
- H - Great room
- I - Bedroom
- J - Bath

11 - Thunderdeep Estate
- A - Cloak room
- B - Dining room
- C - Kitchen
- D - Pantry
- E - Great room
- F - Servants' quarters
- G - Master bedroom
- H - Study

12 - Redforge Estate
- A - Balcony
- B - Dining room
- C - Kitchen
- D - Pantry
- E - Great room
- F - Bedroom
- G - Master bedroom
- H - Servants' quarters

13 - Construction/ Excavation Site

14 - Greyshield Estate
- A - Cloak room
- B - Bedroom
- C - Bath
- D - Master bedroom
- E - Great room
- F - Servants' quarters
- G - Dining room
- H - Food stores
- I - Pantry
- J - Kitchen
- K - Library
- L - Study

15 - Slagsteel Estate
- A - Storage (misc.)
- B - Cloak room
- C - Great room
- D - Dining room
- E - Bedroom
- F - Kitchen
- G - Pantry
- H - Master bedroom
- I - Servants' quarters
- J - Bath
- K - Study

16 - Copperheart Estate
- A - Dining room
- B - Kitchen
- C - Pantry
- D - Bedroom
- E - Master bedroom
- F - Servants' quarters
- G - Great room
- H - Study

□=5'

The Great Hall of Brazenthrone

THE CITY'S POLITICAL, FINANCIAL AND ACADEMIC CENTER

DM NOTES

USING THIS MAP

- Whether you use Brazenthrone as an inhabited city or an abandoned one, the Great Hall is a good place to have your players search for information. Maybe they're searching for a lost artifact, a hidden place or trying to discover the reason Brazenthrone was abandoned. Or maybe they're just trying to find out where the money at. In any case, the Great Hall has a number of places to find hints, such as the library, the museum, city hall, the records archive, the college and the embassies. The people who work in the Great Hall sit at desks. What do people do at desks? They write stuff down. Maybe someone wrote down something useful.

LOCATIONS - GROUND LEVEL

1) **King's College** is where young dwarves born to wealthy families go to learn The Things Any Respectable Dwarf Should Know. A highborn dwarf isn't expected to work the mines, but he is expected to know the difference between granite and limestone.

3) **The Lower Realms Trading Co.** is the largest trading oufit that operates primarily in the Underdark. They think that makes them hardcore. They're right.

4) **The Shrine to Dugmaren Brightmantle** is a small shrine to the dwarven god of scholars. Tables are set up to allow students to study in Brightmantle's holy presence.

5) **The Scholars' Enclave** is a collection of offices, laboratories and workshops for people in a variety of specialized professions.

6) **The Thirsty Scholar Tavern** is, as you might expect, where the students drink. It's also where the ambassadors drink.

8) **The Archives** are where records are stored which are too old to be relevant but which can't be thrown away. 500-year-old court documents, two-millennia-old tax records and more. Fascinating, all of it.

11) **The Courthouse** is the city's main criminal court.

12) **The Advocates' Offices** are where PCs can find a lawyer.

13) **The Imported Goods Shop** is where many of the nearby embassy staff come to purchase Stuff We Have Back Home.

17) **The Library of Brazenthrone** is the largest library in the Kingdom of the Twelve Mountains. Why yes, they do have a book on that thing your players are looking into.

21) **The Great Festhall** is only open at certain times, such as major dwarven holidays and on events such as a coronation, a royal wedding or victory in war. When it is open, free dwarven beer is provided all day long to the city's residents (and anyone else who arrives). The High King himself can usually be found here during these occasions.

22) **The Museum** has displays related to the city's history. A good place to learn about the area.

25) **City Hall** is where the Burgomaster (the Mayor) and the Council of Aldermen (the City Council) run the city's day-to-day affairs.

26) **The Magistrate's Court** is for civil cases and petty crimes.

27) **The Central Watchhouse** is the headquarters of the City Watch.

31) **The Temple of Hanseath** is dedicated to the dwarven god of drinking and revelry. The priests brew a beer called the "Godsale" and consider it their holy duty to serve drinks at the Great Festhall when it's open.

33) **The Department of Public Works** keeps the city from collapsing. It's a marvel of engineering, but it still needs stones replaced and holes filled from time to time.

34) **The Hammers of Moradin Chapterhouse** is home to the local paladins of Moradin. They've got spare beds for any travelling paladins that come through.

35) **The Draper's Shop** sells fabric. Cool.

36) **The Silverlodge Inn** is an expensive place to stay. Wealthy merchants in town for business tend to sleep here. The tower room is the most expensive room for rent in the city.

37) **The Argent Bank** doesn't deal in small loans and deposits. You need 500 gold? Get out. You need 50,000 gold? We can talk. Their collections department is *terrifying*. Maybe they have a job for your group.

38) **The Shrine to Vergadain** is dedicated to the dwarven god of merchants and wealth.

39) **The Crimson Standard Caravan Co.** sends caravans to trade with cities all over the region and beyond.

41) **The Dyeworks** makes things different colors.

43) **Runecasters' Tower** is where priests of a variety of faiths come to study and practice the art of runecasting.

45) **The Property Broker** is a realtor. He can help your players buy a house.

47) **The Redforge and Shalebeard Trading Co.** also sends caravans to trade with other cities. They are important to the economy.

48) **The Metals Broker** is the place to go if you need 500 pounds of steel ingots. Armorer's grade. Tempered. These people know the local metals business and can get you a good price. For a reasonable commission.

50) **The Mail and Freight Broker** is the closest thing there is to a post office. You want this crate delivered to Luskan? They know which caravans are heading that way and which ones are likely to make it.

52) **The Commodity Market** is where you go to buy half a ton of coal. Or forty bushels of grain. Or twenty head of cattle.

53) **The Gateside Inn** is conveniently located by the gates. It's reasonably priced, too. Lots of foreigners.

54) **The Map Stone** is a large slab of rock with a map of the city engraved on it. How much information does it contain? Exactly as much as you want your players to have. If you want to give your players a copy of the map, you could allow them to take a rubbing of the stone on a sheet of paper.

65) **The Old Sentinel Deposit Bank** is for people who don't have enough money to interest the Argent Bank. Don't worry, their vault is still magically secured by the finest gnomish wizardry.

67) **The Stonemasons' Guildhall** is a big place. They're a big guild.

71) **The Chirurgeon** is like a surgeon, except they're totally wrong about how the human body works. They don't let that stop them.

73) **The Livery** is a place to keep your horse. They're more accustomed to ponies, though.

LOCATIONS - SECOND LEVEL

15) **The Veteran's Arms Tavern** is a soldier bar. Good place to get in a fight.

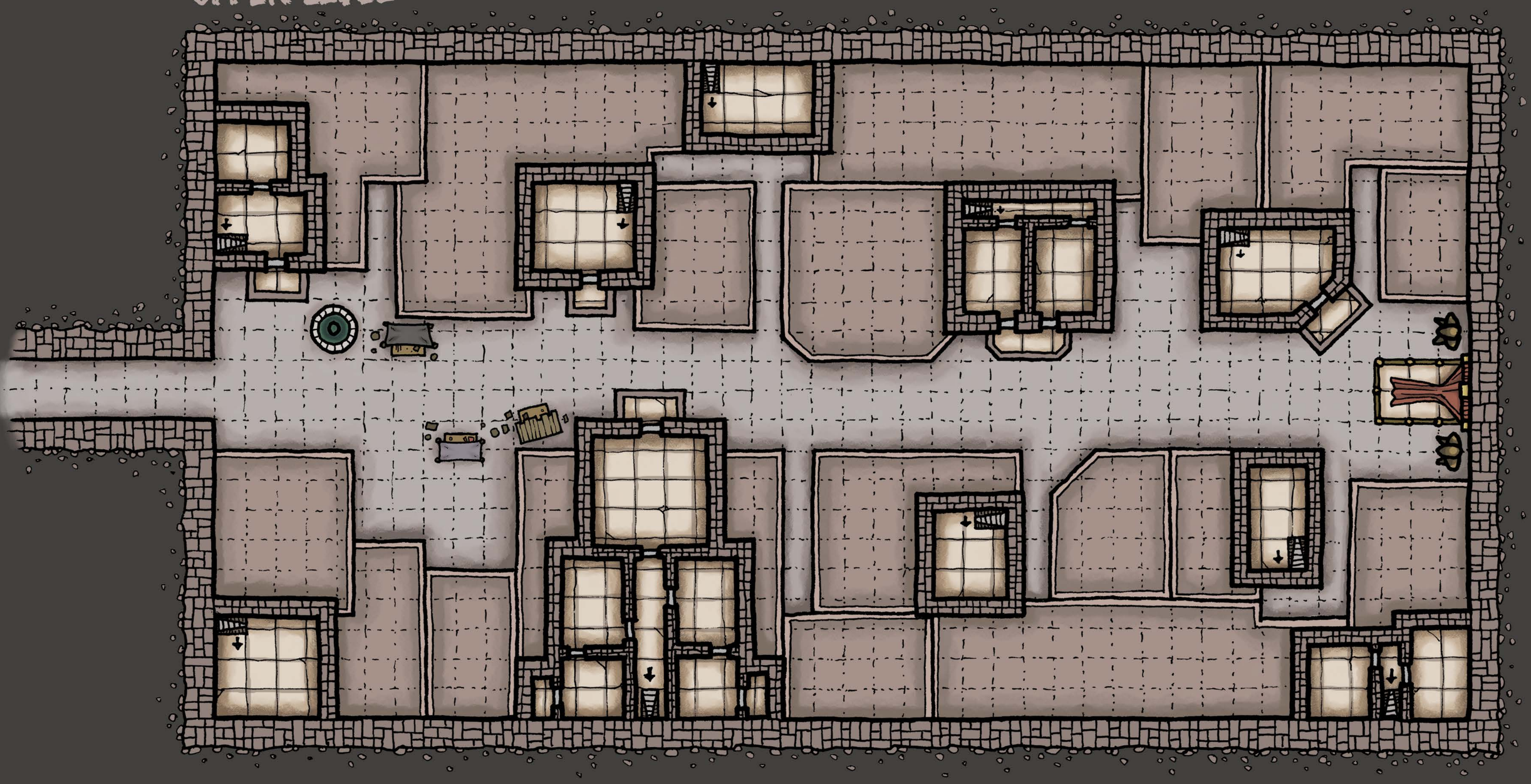
25) **The Spice Barrel** is one of the city's finest restaurants.

31) **The Diviner** is a wizard who can tell you things using magic. The proprietor is a gnome. Dwarves aren't wizards, I don't care what 5th edition says.

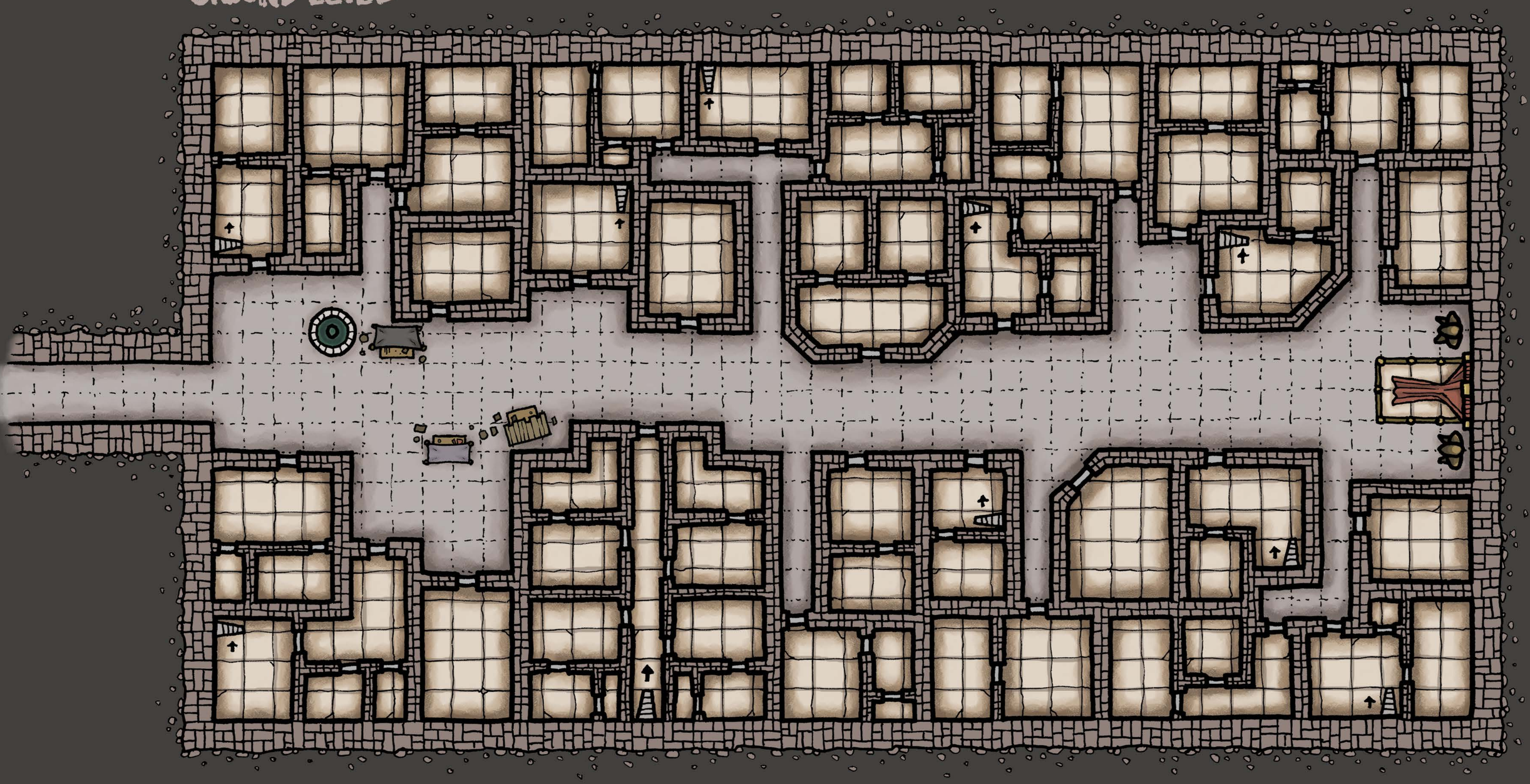
32) **The Stygian Axes** are mercenaries. You need a small group to do a job? They can call in enough members to form a regiment. Or they can loan out a small party for a job.

The Hall of the Long Banner

Upper Level

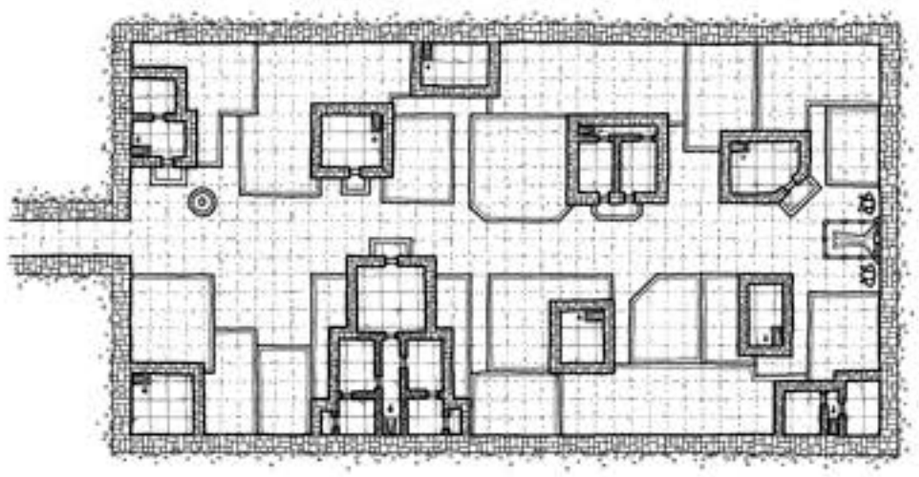


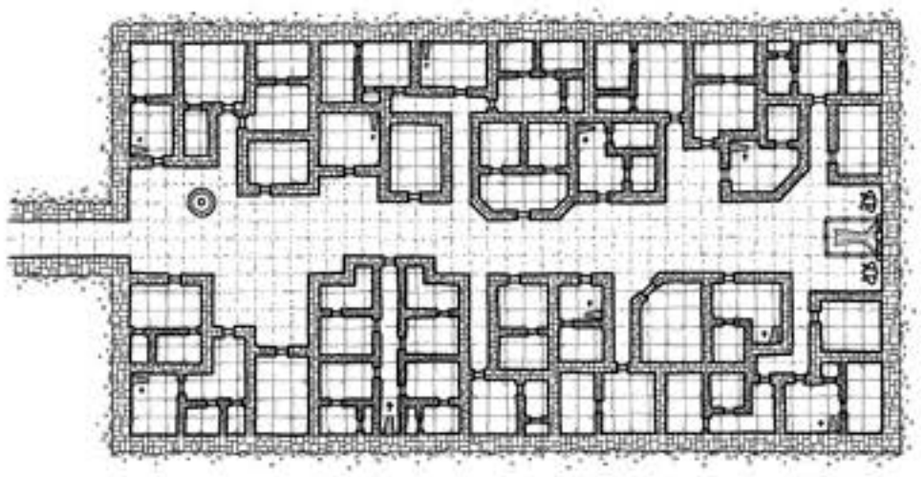
Ground Level



-The Hall of the Long Banner is a residential district of Brazenthrone. With the exception of a few market stalls, all the buildings here are homes.
-Relative to the other residential areas in the city, the Hall of the Long Banner is fairly upscale, populated by many mid-level government officials and other educated citizens, most of whom work in the Great Hall.
-The Hall's titular banner, hanging at the end of the hall, is Brazenthrone's "Banner of Ages," a long tapestry depicting major events in the city's history. As the name suggests, it is very long, measuring at over 45 feet in length. Because the banner is very heavy-- and very old-- the last ten feet now rest on the ground in order to keep it from tearing under it's own weight.

-The version of this map without the market is intended for people using Brazenthrone as an abandoned ruin, since it's hard to imagine market stalls surviving the ages.



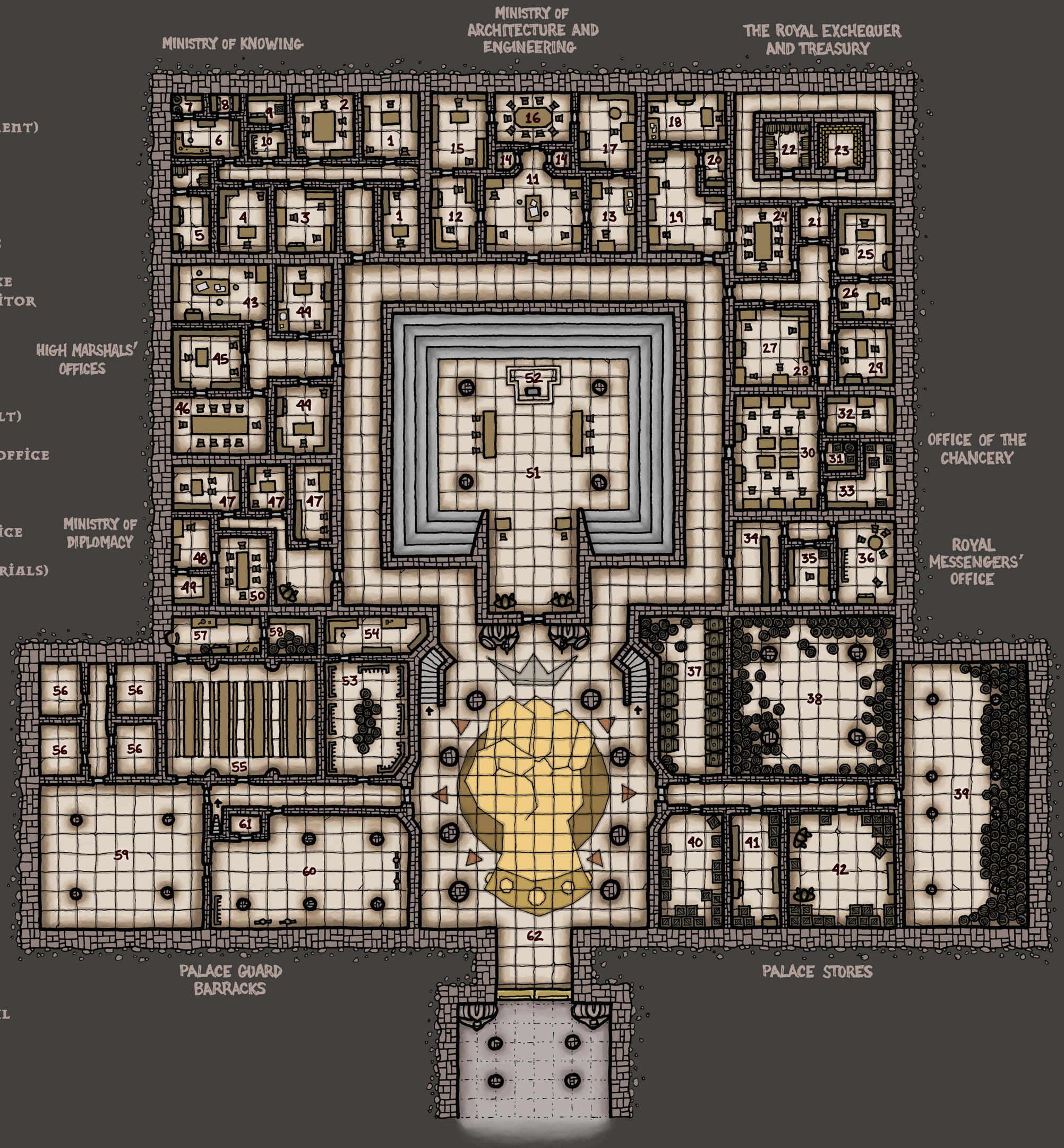


THE HALL OF THE LONG BANNER

BRAZENTHRONE

THE HIGH KING'S PALACE

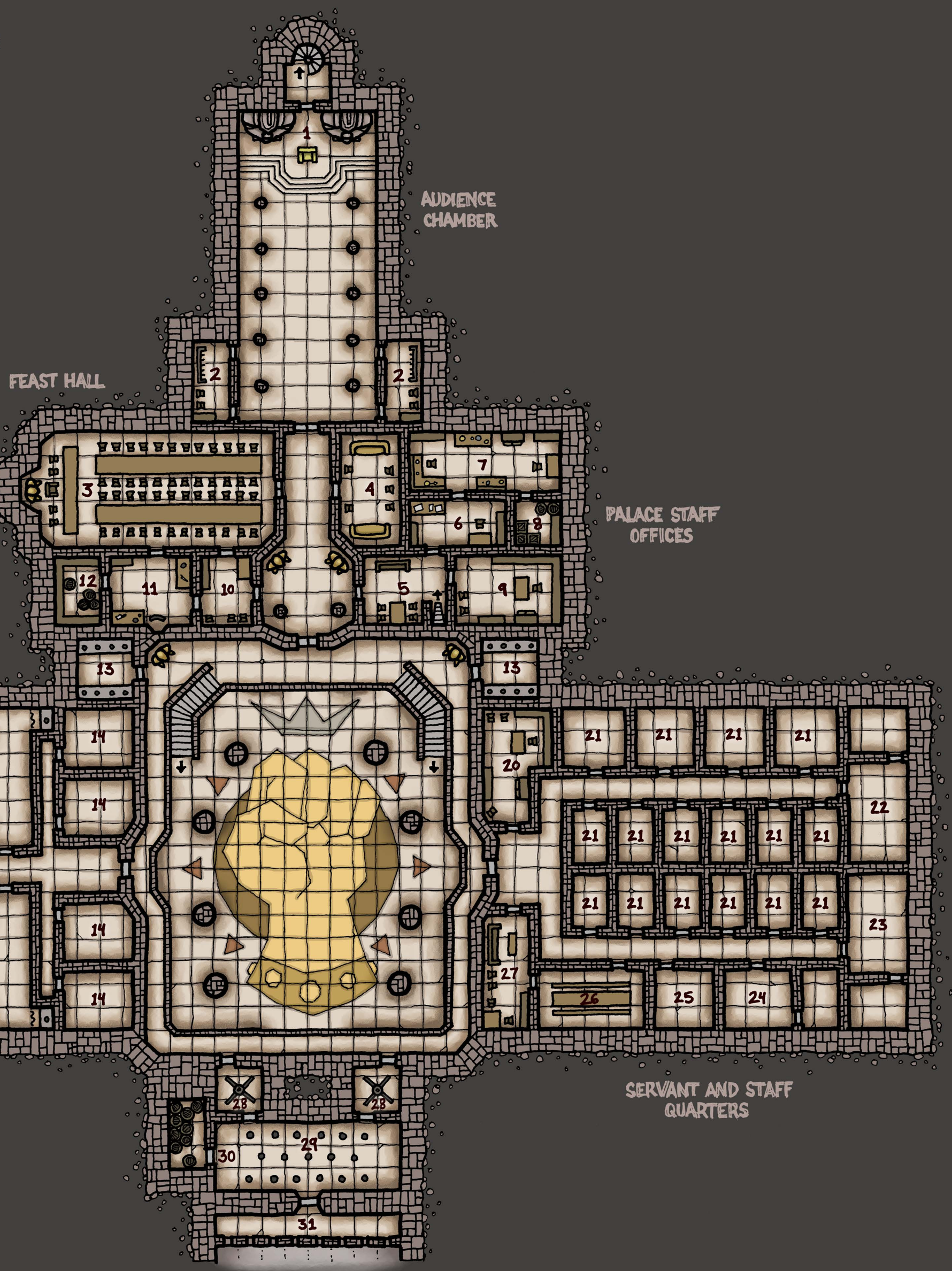
1 - OPERATIVE'S OFFICE
2 - BRIEFING ROOM
3 - FORGERS' OFFICE
4 - SPYMASTER'S OFFICE
5 - STORAGE (INTELLIGENCE)
6 - POISONER'S LABORATORY
7 - STORAGE (REAGENTS)
8 - STORAGE (POISONS)
9 - STORAGE (SPECIAL EQUIPMENT)
10 - STORAGE (WEAPONS)
11 - DRAFTSMENS' OFFICE
12 - ENGINEERS' WORKSHOP
13 - LOGISTICS OFFICE
14 - STORAGE (BLUEPRINTS)
15 - ROYAL ENGINEER'S OFFICE
16 - MEETING ROOM
17 - ROYAL ARCHITECT'S OFFICE
18 - OFFICE OF THE HIGH AUDITOR OF THE EXCHEQUER
19 - AUDITORS' OFFICE
20 - STORAGE (RECORDS)
21 - GUARD ROOM
22 - TREASURY (COIN VAULT)
23 - TREASURY (BULLION VAULT)
24 - MEETING ROOM
25 - LORD HIGH TREASURER'S OFFICE
26 - ASSISTANT'S OFFICE
27 - COUNTING ROOM
28 - SMALL VAULT
29 - ROYAL PAYMASTER'S OFFICE
30 - SCRIPTORIUM
31 - STORAGE (WRITING MATERIALS)
32 - DIRECTOR'S OFFICE
33 - STORAGE (DOCUMENTS)
34 - RECEIVING ROOM
35 - DISPATCHER'S OFFICE
36 - MESSENGERS' ROOM
37 - ALE STORES
38 - FOOD STORES
39 - RESERVE FOOD STORES
40 - STORAGE (BASIC GOODS)
41 - STORAGE (FURNISHINGS)
42 - STORAGE (MISC.)
43 - PLANNING ROOM
44 - LORD HIGH MARSHAL'S OFFICE
45 - LORD PARAMOUNT MARSHAL'S OFFICE
46 - CONFERENCE ROOM
47 - DIPLOMAT'S OFFICE
48 - ROYAL DIPLOMATIC ADVISOR'S OFFICE
49 - STORAGE (MESSAGES)
50 - MEETING ROOM
51 - CHAMBER OF THE COUNCIL OF THE HIGH CLANS
52 - SPEAKING PLATFORM
53 - ARMORY
54 - ARMORER'S WORKSHOP
55 - MESS HALL
56 - OFFICER'S QUARTERS
57 - KITCHEN
58 - PANTRY
59 - GUARDS' QUARTERS
60 - TRAINING HALL
61 - STORAGE (TRAINING EQUIPMENT)
62 - ENTRANCE HALL



□ = 5′

Second Level

1 - The Brazen Throne
2 - Guard Room
3 - Feast Hall
4 - Waiting Room
5 - Pages' Room
6 - Royal Wizard's Study
7 - Royal Wizard's Laboratory
8 - Storage (Lab Equipment)
9 - Royal Chamberlain's Office
10 - Servant's Room
11 - Kitchen
12 - Pantry
13 - Latrines
14 - Royal Guard's Quarters
15 - Guards' Quarters
16 - Guards' Common Room
17 - Officers' Mess
18 - Guard Commander's Office
19 - Commander's Quarters
20 - Castellan's Office
21 - Servants' Quarters
22 - Castellan's Apartment
23 - Royal Chamberlain's Apartment
24 - Royal Wizard's Apartment
25 - Palace Chaplain's Apartment
26 - Servants' Dining Room
27 - Servants' Common Room
28 - Gate Winches
29 - Murder Holes
30 - Storage (Ammunition)
31 - Balcony



Brazenthrone
The High King's Palace

□ = 5′

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

□=5'

BRAZENTHRONE

THE HIGH KING'S PALACE

-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 Brazenthrone.
-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 Brazenthrone History and Lore for details on royal succession.

BRAZENTHRONE
THE HIGH KING'S PALACE

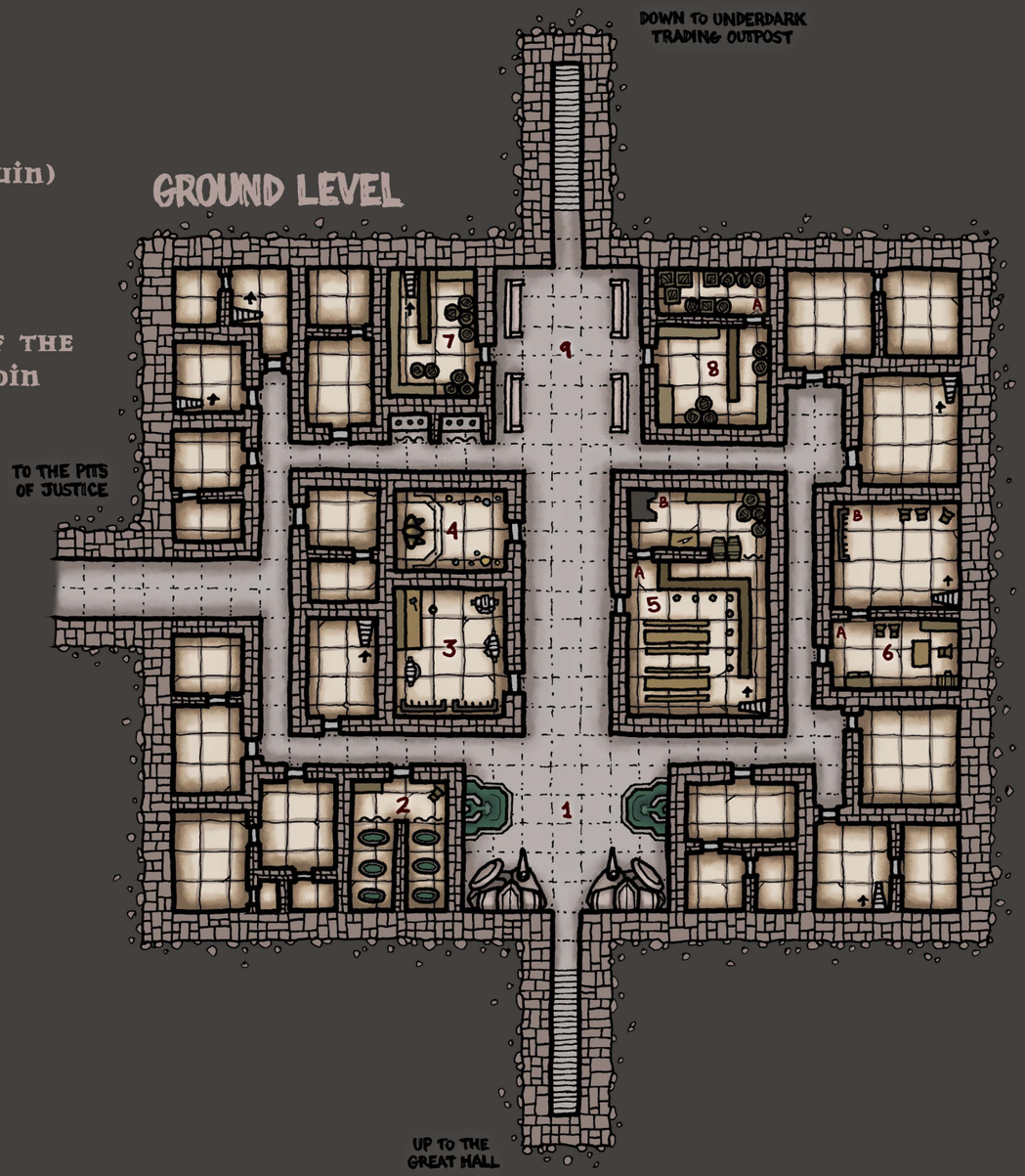
1 - FOUNTAINS
2 - BATHS
3 - ARMORER'S SHOP
4 - SHRINE (MARTHAMMOR DUIN)
5 - INN
- A - TAVERN
- B - KITCHEN
- C - COMMUNITY ROOM
- D - PRIVATE ROOM

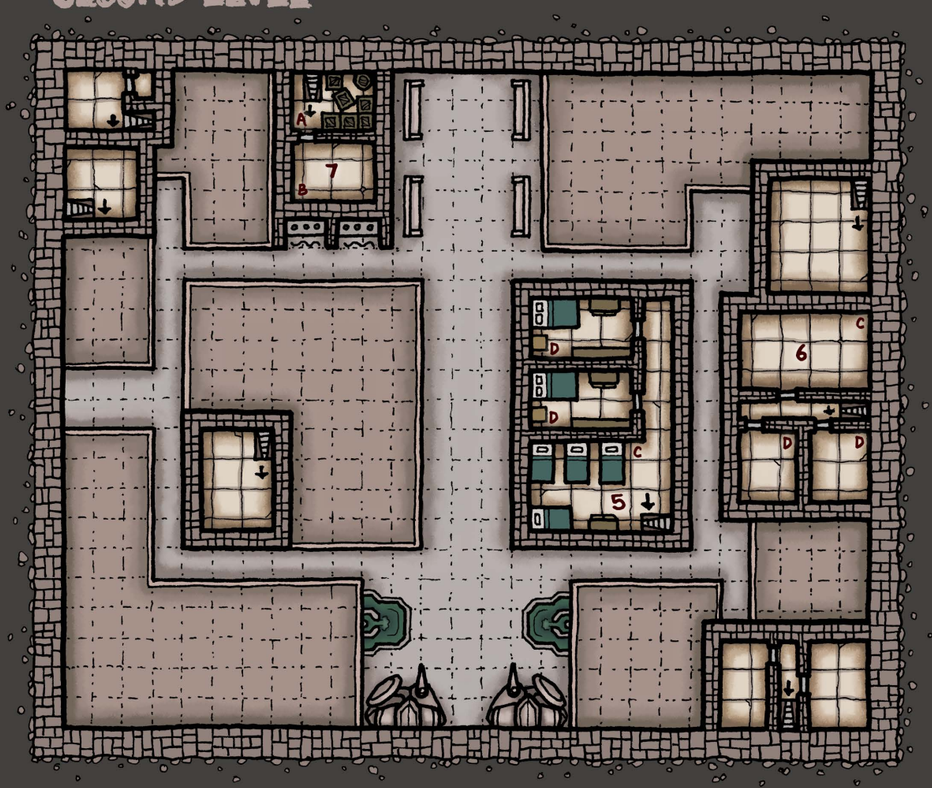
6 - HEADQUARTERS OF THE SONS OF CLANGEDDIN (MERCENARIES)
- A - HIRING HALL
- B - TRAINING HALL
- C - SOLDIERS' BUNKS
- D - COMPANY OFFICERS' QUARTERS

7 - COALBEARD'S PROVISION SHOP
- A - STOCK ROOM
- B - SHOPKEEPER'S RESIDENCE

8 - HENRIK'S FINEST PROVISIONS
- A - STOCK ROOM

9 - GUIDES, GUARDS AND PORTERS FOR HIRE





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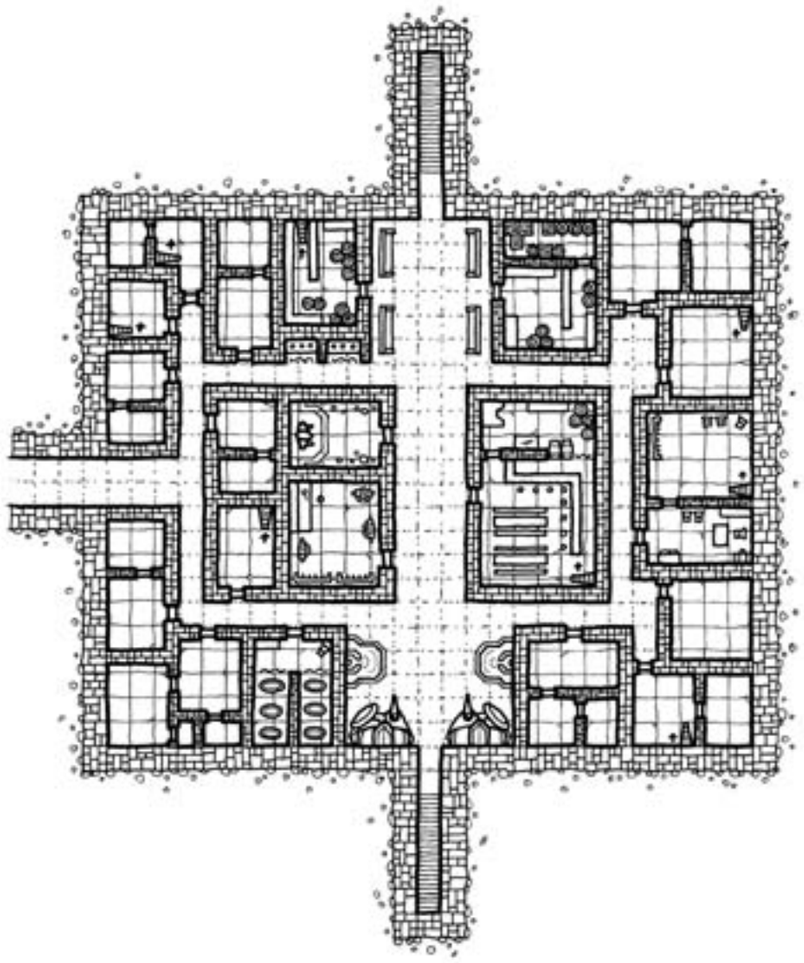
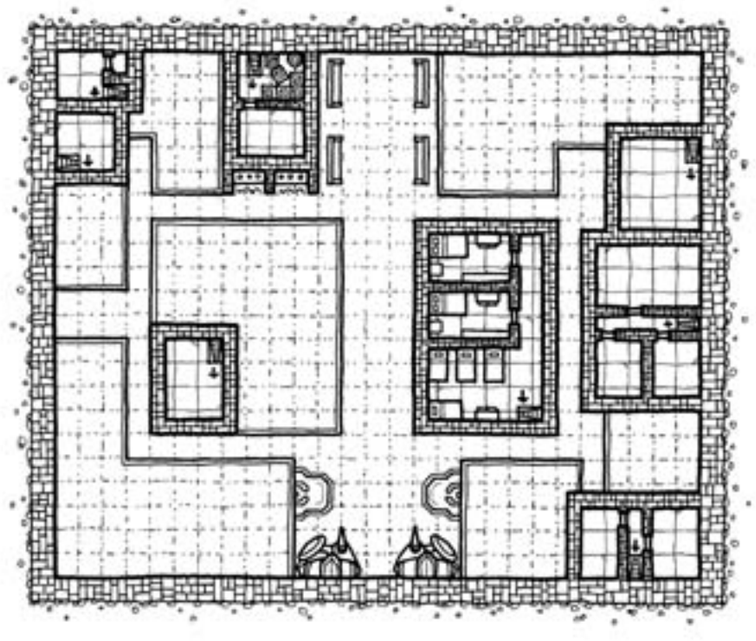
DELVERS' REST

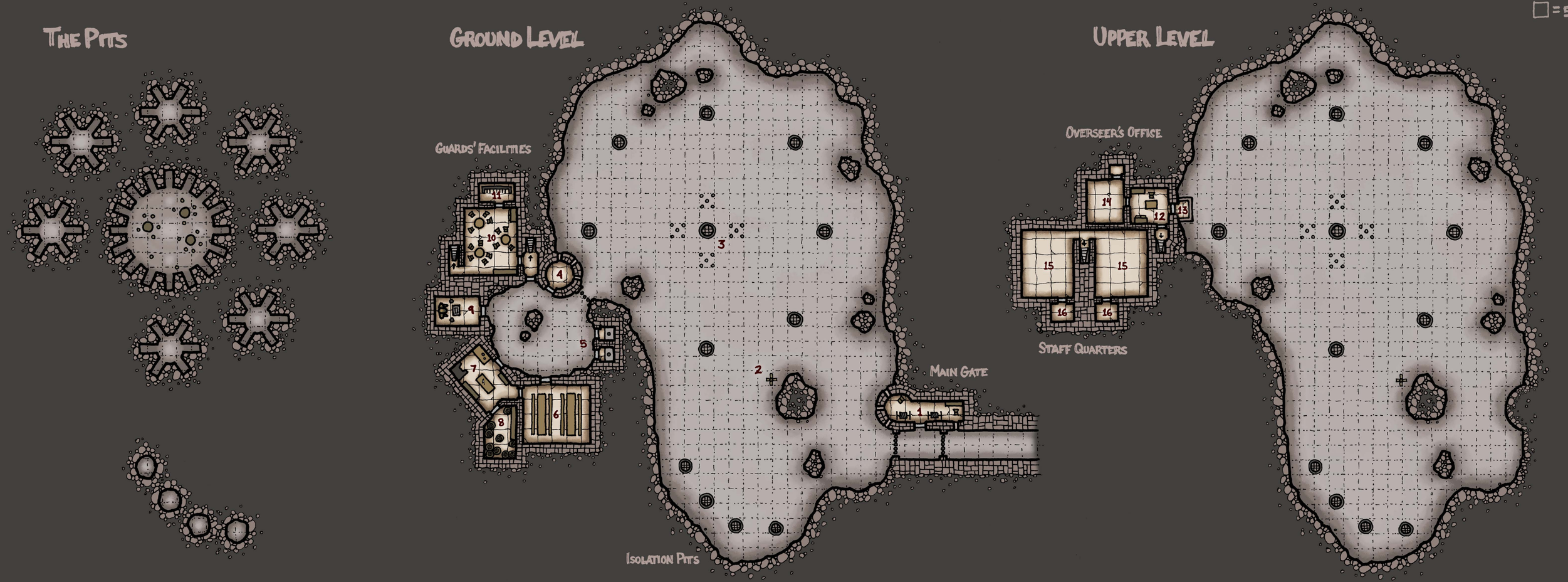
A WAYSTATION ALONG THE STAIRWAY TO THE UNDERDARK

Delvers' Rest

- Delvers' Rest is a waystation on the stairway from the Great Hall to the Underdark. It lies about a day's travel from both. It is adjacent to the city's prison, the "Pits of Justice."
- Delvers' Rest is widely regarded as the worst-smelling place in all of Brazenthrone. Every person passing through has spent the last day or so traversing stairs and they all arrive bathed in sweat. It soaks into the floors, the walls, the barstools. And there is no rain to wash it away. Imagine a gym used by hundreds of people every day that has never been cleaned. For years. Imagine sweat that is not merely old or stale, it is *antique*. It is *vintage sweat*. That is the smell of Delvers' Rest. It is a hateful smell. The local residents are somewhat used to it.
- Nearly all the residents of Delvers' Rest are either mercenaries, Underdark guides or workers in one of the area's few shops. No one lives in Delvers' Rest without a specific reason for doing so.
- Since Delvers' Rest lies a fair distance from the city proper and bringing anything in is difficult, prices are considerably higher than they would be elsewhere in Brazenthrone. When asking why the price of ale is so high, the bartender might tell a player that paying someone to haul a cask down a miles-long staircase is expensive.
- The armorer's shop doesn't have a forge and mostly sells goods made in the city proper or, occasionally, foreign items from the trading outpost below. They are equipped to do minor repairs as well. The prices are well above normal.
- Guides, guards and porters wait at the benches by the stairway down, offering their services to travelers. A variety of skillsets and languages are on offer here.
- Many travelers will stop to pray or leave offerings at the shrine to Marthammor Duin, the dwarven god of wanderers and travel.
- The Sons of Clangeddin are a small band of mercenaries who are often hired to protect caravans or clear tunnels in the Underdark.





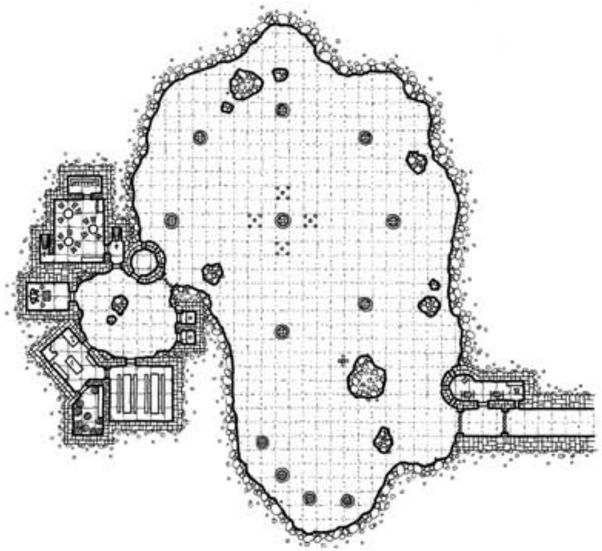


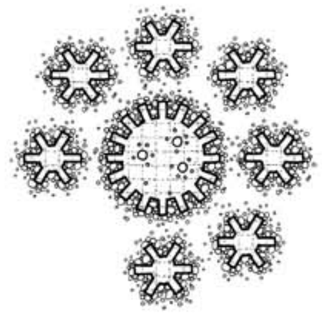
The Pits of Justice
Brazenthrone's Prison

1 - Entry Gatehouse
2 - Whipping Post
3 - Pit Grates and Vents
4 - Inner Gatehouse
5 - Latrines
6 - Guards' Dining Hall
7 - Kitchen
8 - Food Store
9 - Shrine (Gorm Gulthyn)
10 - Recreation Room
11 - Armory
12 - Overseer's Office
13 - Balcony
14 - Overseer's Quarters
15 - Guards' Quarters
16 - Storage (Personal Effects)

The Pits of Justice
Brazenthrone's Prison

- The Pits of Justice are where the city of Brazenthrone sends its worst criminals. Well, that's not entirely true-- the worst criminals are executed. We'll call these the second-worst.
- Brazenthrone's system of justice-- while not exactly lax-- doesn't often impose sentences of incarceration. For the vast majority of crimes, a flogging is ordered. For those rarest and most serious crimes, there may be an execution, although the long-lived dwarves do not execute their own as readily as humans. Those found in the Pits of Justice typically fall into one of two categories:
  -Those whose crimes were serious, but not *quite* enough for an execution.
  -Those who have been sentenced to repeated floggings and have stubbornly refused to change their ways. Most of these are thieves.
- The large, central pit is for those in the second category. The smaller pits surrounding it are for those in the first. The isolation pits are for those prisoners who are especially violent or troublesome.
- Prisoners are lowered into the oubliettes ("the pits") on rope ladders upon arrival and are typically not removed until their release.
- Prisoners sleep in the narrow alcoves surrounding the pits. The guards come twice a day to give them food and water and remove their latrine buckets.
- Climbing the ladder when not ordered to, or not climbing the ladder when ordered to, is cause for summary execution. The guards make this very clear: if they have to come down for you, they are only bringing up a corpse.
- Guards at the pits work in rotating shifts: a month on, a month off. None of them live in nearby Delvers' Rest; most consider it only slightly less miserable a place than the pits.
- The guards can be found drinking at the inn in Delvers' Rest on occasion, although the high prices keep this from being a regular practice.
- The entry gates are kept closed, allowing access only to those with a good reason to be there. The gate by the guards' facilities is the same, although smaller and only requiring a key to open. The guards do not carry these keys (lest a prisoner somehow steal one).
- The fountains at Delvers' Rest are the Pits' only water source.
- The small shrine is dedicated to Gorm Gulthyn, the dwarven god of vigilance and protection.
- Long ago, someone had the idea to take prisoners from the pits and force them to work the old mines. Within a year, they came to realize that supplying dwarven prisoners with mining equipment was not in any way a sound course of action. After several deaths and numerous escapes, the prisoners were returned to the pits and proponents of the plan were mocked mercilessly for years afterwards.





1 - The Lower Gate
- A - Embrasures
- B - Portcullis
- C - Watch Captain's Office
- D - Holding Cell
- E - Ammunition Stores
- F - Food and Ale Stores
- G - Custom House
- H - Chief Assessor's Office
- I - Storage
- J - Collections Vault
- K - Infirmary
- L - Murder Holes
- M - Gate Winch
- N - Storage (Pitch)
- O - Soldiers' Bunks
- P - Mess Hall
- Q - Kitchen
- R - Pantry
- S - Armory
- T - Garrison Commander's Quarters

2 - Warehouse

3 - General Store
- A - Residence
- B - Stock Room

4 - Watchtower
- A - Ballista

5 - Brewery

6 - "The Wet Hell" Tavern
- A - Kitchen
- B - Pantry

7 - Gulfignorran's Gem Traders
- A - Storage (Goods)
- B - Office
- C - Vault

8 - Shrine (Vergadain)

9 - Blackrun Trading Co.
- A - Storage (Goods)
- B - Office
- C - Office

10 - "The Abyss" Inn
- A - Barroom
- B - Kitchen
- C - Pantry
- D - Storage (Misc.)
- E - Common Room
- F - Private Room

11 - Harbormaster's Office

12 - Barber

13 - Provisioner
- A - Residence

14 - Feldirk's Shipping and Trade
- A - Office
- B - Meeting Room
- C - Storage (Goods)
- D - Traders' Rooms
- E - Vault

15 - Boatwright
- A - Workshop
- B - Tool Room

16 - Smithy

17 - Boom Winch

Up to Delvers' Rest

Underdark Trading Outpost

Underdark Trading Outpost

•The Underdark trading outpost is not officially a part of the city of Brazenthrone, lying just outside the gates. Nonetheless, the city largely treats it as though it is. The main difference is that goods traded for in the harbor are not subject to customs tariffs until they pass through the city gate. As with the surface trading outpost, this allows foreign traders to visit without paying tax on all their cargo.

THE LOWER GATE

•Unlike the main gate on the surface, the lower gate is not fortified against a full-scale assault by an army. With a several-mile-long stairway between the gate and the city, Brazenthrone's rulers have never been particularly concerned that anyone might attempt an invasion via that route. Any army that tried would be in a very vulnerable position. In addition, the airflow in the tunnel may not be sufficient to prevent suffocation if several thousand soldiers were to occupy it at once.

•The primary purpose of the lower gate is to protect the outpost from raids, as well as to restrict access to Delvers' Rest and the Pits of Justice above.

•Although once common, raids on the outpost have become almost unheard of since the construction of the chain boom, a heavy steel chain that can be raised or lowered to control access to the harbor.

•The lower gate is manned by about 80 soldiers and officers. Garrison duty here is widely considered the worst post in the city. While most soldiers are only there as a result of bad luck, the garrison commander usually earned the position by screwing something up.

•As there is no city watch in the outpost, the garrison performs their duties here.

TRADE

•The most common import here is gemstones. Without the gem trade, this outpost might not exist. These are usually purchased from deep gnome traders, who bring them here to exchange for gold. While the most profitable places to sell their gems would be on the surface, the deep gnomes are unfamiliar with the world above ground and are willing to sacrifice some profit for the relative safety of making the much shorter trip to Brazenthrone to sell off their goods. The dwarves are happy to serve as their middlemen, having numerous caravan routes on the surface to bring the gems, along with their own goods, to the most profitable markets.

•Although most of the traders visiting the outpost are gnomish, other races can and do come by as well. Orogs, drow and even the occasional kuo-toa can be seen here. For a while, there was even a duergar merchant who came to trade on occasion, but he has not been seen in some time.

•While trade with any race is allowed, there are restrictions on the sale of arms and magical goods to enemies of the dwarves (particularly drow and duergar).

•A variety of unusual and exotic things can be found here, from drow fabrics to kuo-toan jewelry.

THE OUTPOST

•About 30 people permanently reside at the outpost, aside from the garrison. Most are traders or merchants, but there are several other businesses here as well, including a brewery and a barber.

•Quite a few of the locals here can swim, a rare skill among dwarves.

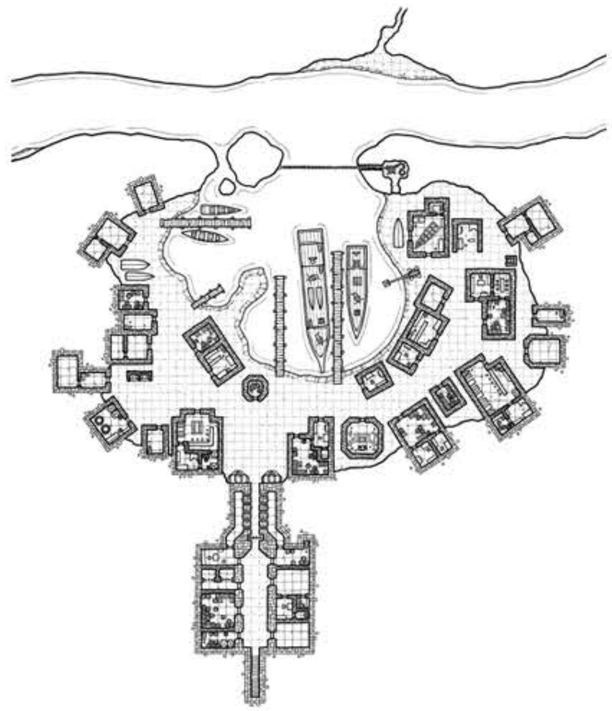
•The brewery was founded as a result of the high cost of and demand for ale at the outpost. They make the only beer to be found down here, "Bedrock Stout." It is as black as a jar of ink and tastes surprisingly good, especially considering the remoteness of the brewery and lack of competition. Many soldiers at the garrison consider it the only positive thing about being stationed here.

•The Wet Hell Tavern mostly caters to soldiers and local residents. A more mixed crowd of locals and visitors can be found at the inn, "The Abyss."

•The boatwright, Harl, does more repairs than actual boatbuilding, but the dangers of the Underdark's waters ensure that he is never without work for long. Harl also runs the smithy.

•The local shrine is dedicated to Vergadain, the dwarven god of wealth and trade. He's popular here for obvious reasons.

•While most traders living here deal only with incoming merchants, Feldirk's Shipping and Trade owns a vessel and makes voyages out to other ports along the Blackrun. Among dwarves-- not typically a seafaring race-- they are quite an oddity. Their ship, "The Puking Pony," is often referred to by locals as "the dwarven navy."



Ground Level

1 - Apartments
2 - Barber
3 - Butcher
4 - Bakery
5 - Watch House
- A - Duty Room
- B - Holding Cell

6 - Bellowers' Square
7 - "The Hammer's Revenge" Tavern
- A - Kitchen

8 - "The Stout Fountain" Tavern
- A - Kitchen

9 - "The Three Brothers Theater"
- A - Audience Hall
- B - Stage
- C - Backstage Area

10 - "The Boozer" Tavern
11 - Dentist
- A - Office
- B - Surgery Room

12 - Temple of Berronar Truesilver
13 - "The Hog's Roost" Inn
- A - Outdoor Tables
- B - Kitchen
- C - Storage (Beer)

14 - Warehouse
15 - "The Spotted Mushroom" Tavern
16 - Tinker
17 - The Amethyst Arcade
- A - Ironbrow's Ales & Strong Wines
- B - Grimwald's Liquors & Spirits
- C - Blue Cask Ales & Lagers
- D - Apothecary
- E - Baern's Woodcrafts & Furnishings
- F - Maerdre's Pottery & Glassware
- G - Vodrik's Tailoring
- H - Amethyst Clothiers
- I - Cobbler
- J - Garrod's General Goods
- K - Arcade Greengrocer
- L - Sigburn's Finest Meats

The Common Quarter

□ = 5′

Second Level

1 - Apartments

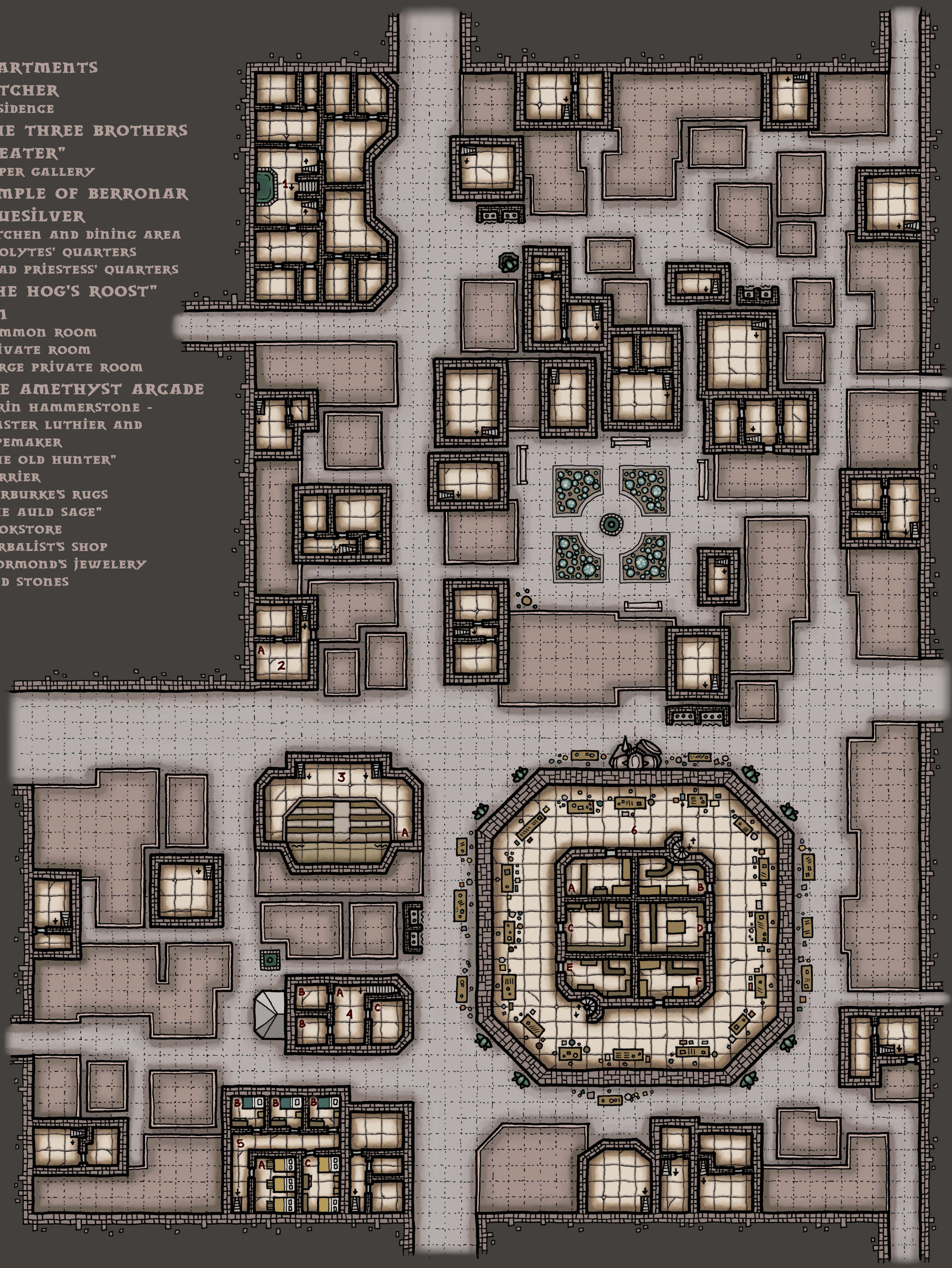
2 - Butcher
- A - Residence

3 - "The Three Brothers Theater"
- A - Upper Gallery

4 - Temple of Berronar 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

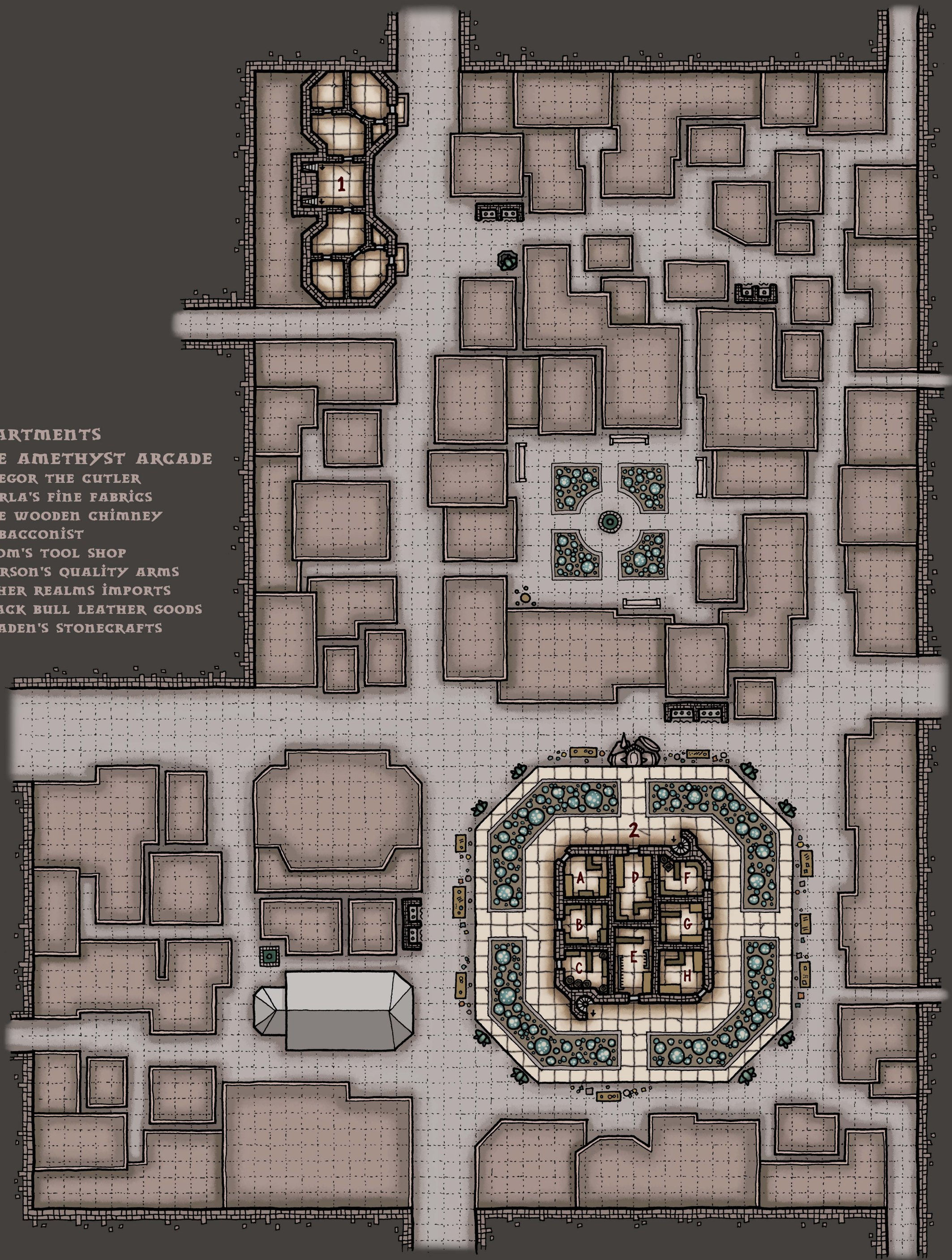
6 - The Amethyst Arcade
- A - Edrin Hammerstone - Master Luthier and Pipemaker
- B - "The Old Hunter" Furrier
- C - Harburke's Rugs
- D - "The Auld Sage" Bookstore
- E - Herbalist's Shop
- F - Stormond's Jewelery and Stones



The Common Quarter

□ = 5′

Third Level



1 - Apartments

2 - The Amethyst Arcade

- A - Gregor the Cutler
- B - Harla's Fine Fabrics
- C - The Wooden Chimney Tobacconist
- D - Brom's Tool Shop
- E - Pierson's Quality Arms
- F - Other Realms Imports
- G - Black Bull Leather Goods
- H - Gladen's Stonecrafts

The Common Quarter

□ = 5′

The Common Quarter

•The Common Quarter is the central hub of the residential districts for Brazenthrone's common-born citizens. The city's largest market, the Amethyst Arcade, is here, as well as a 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 Brazenthrone'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 scrappers. 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.

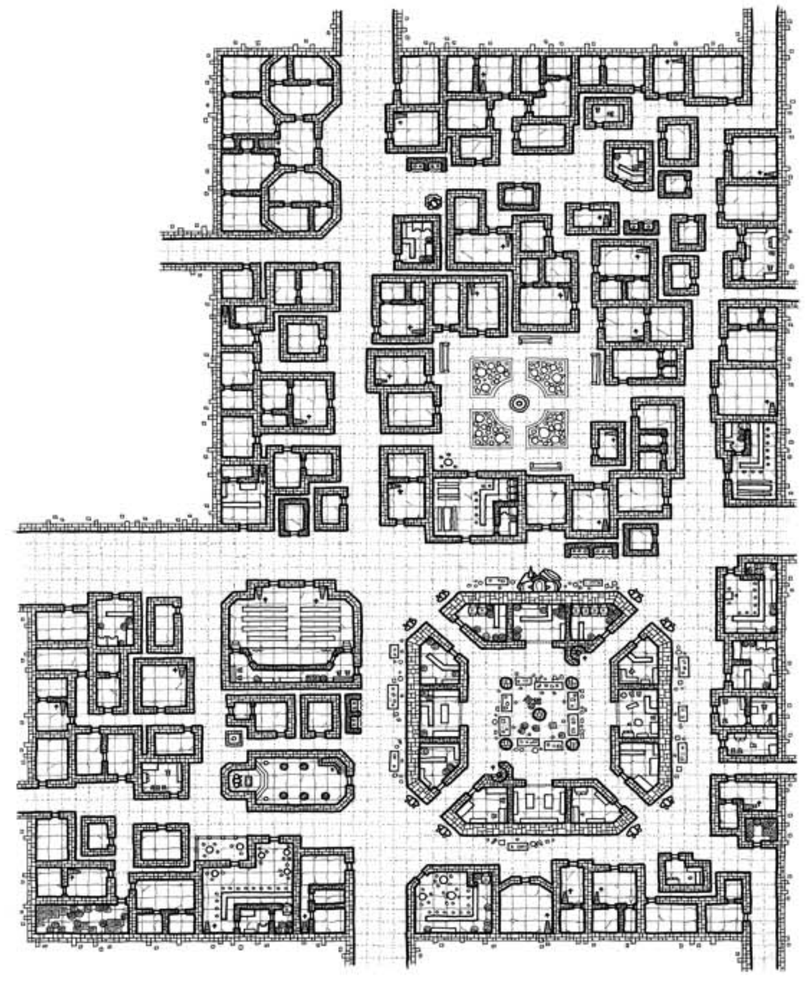
•(15) *The Spotted Mushroom Tavern*: This tavern caters almost exclusively to mushroom farmers. The beer is among the city's best, but the customers' line of work gives the place a powerful and pervasive funk. Ask about the "special" mushrooms.

•(15) *The Amethyst Arcade*: Home to 26 shops and almost countless vendors' stalls, this is the city's busiest market. While most of the businesses here are only open during the day, a few are open at night as well (particularly those that sell alcohol). A few notes on some of the shops:

-(1F, I) The cobbler's shop does not have a name.

-(2f, A) A luthier is someone who makes stringed instruments, particularly lutes. "Pipemaker," in this case, refers to bagpipes.

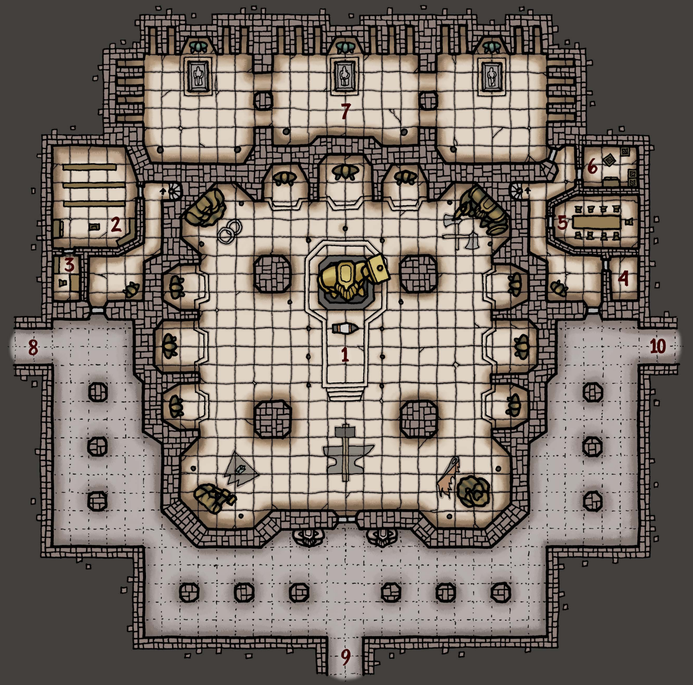
-(3F, A) A cutler makes and sharpens knives and other cutlery.



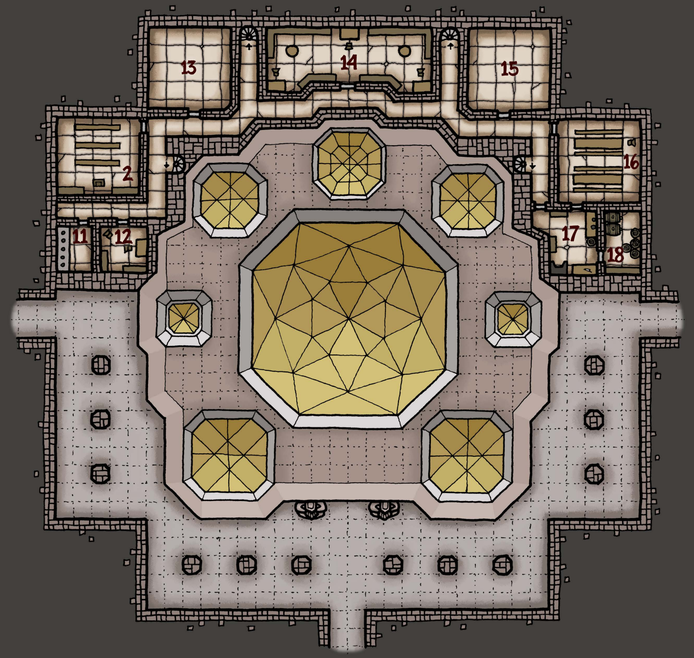
The Grand Temple

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

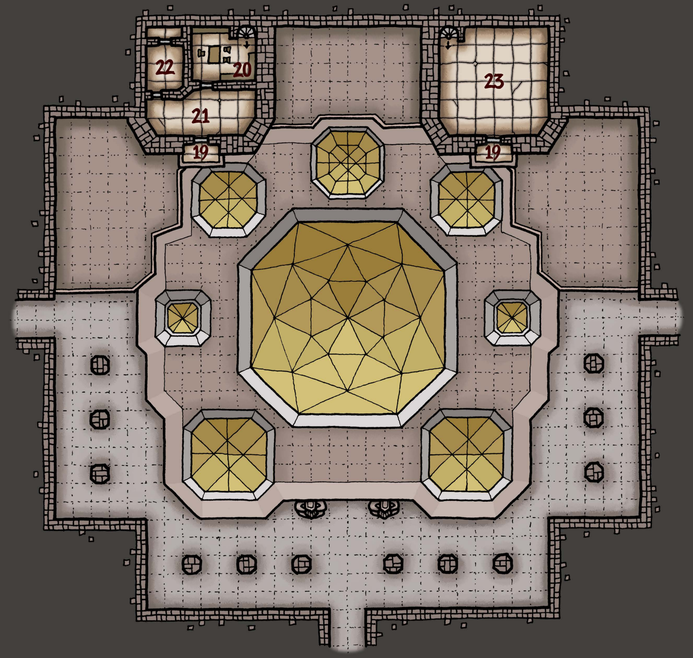
Ground Level



Second Level

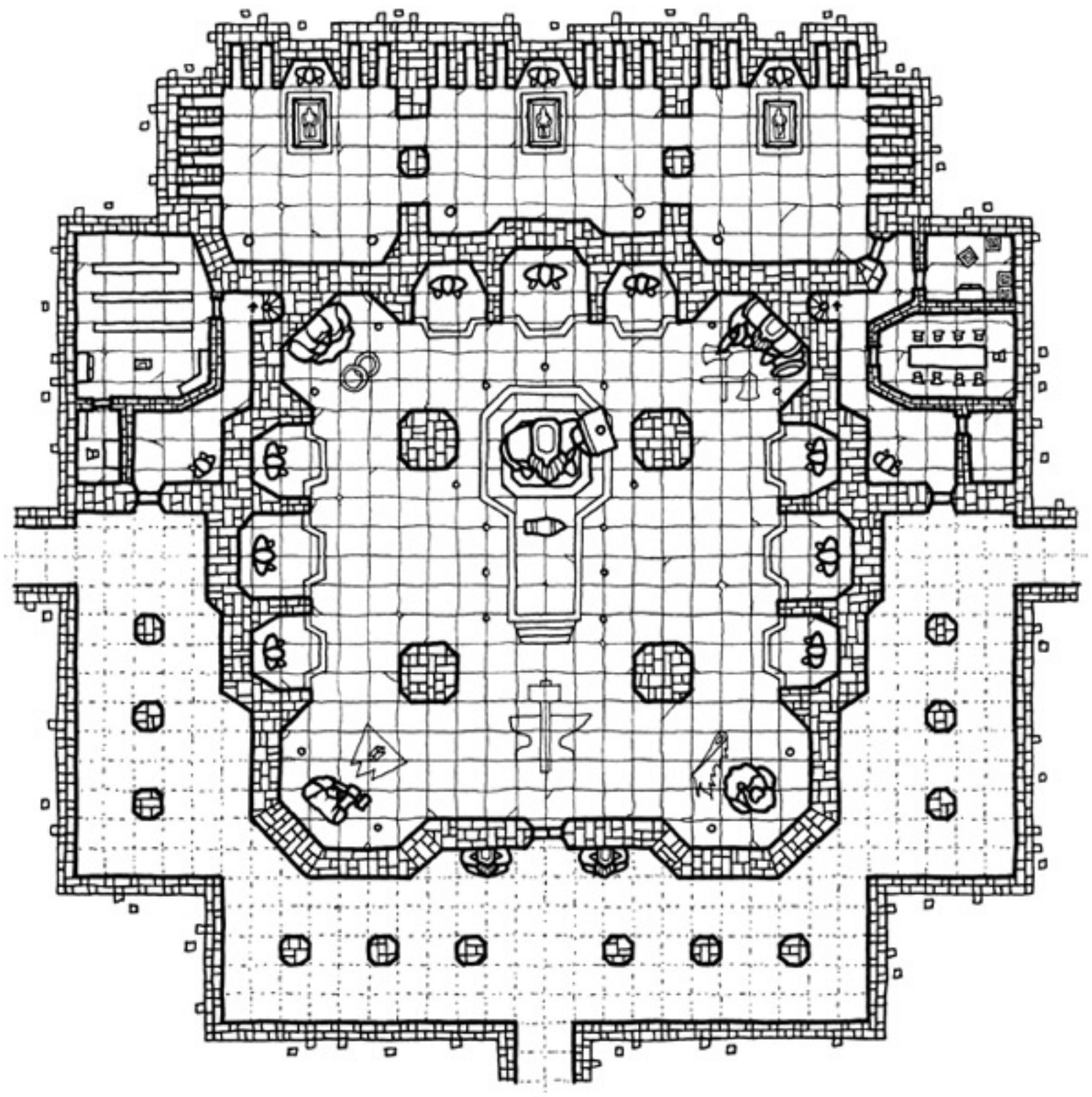


Third Level



The Grand Temple

- The Grand Temple is Brazenthrone'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 Sonnlinor is the priest in charge of the temple and is the highest religious authority in the kingdom. The word "Sonnlinor" 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 Brazenthrone'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 Sonnlinor holding a key. They are only opened for royal visits and, occasionally, to be cleaned.



The Anvil Quarter

Ground Level

1 - The Alliance Monument
2 - Woodworker
3 - Arrowsmith
4 - Carpenter
5 - Arbalist
6 - Cooperage
7 - Fletchery
  A - Storage (arrows)
8 - Arbalist
9 - Warehouse
10 - Wagoner
11 - Woodworker
12 - Carpenter
13 - Goldsmith
14 - Gemcutter
  A - Tool room
15 - Gemcutter
  A - Workshop
  B - Master gemcutter's office
16 - Glassmaker
17 - The Royal Mint
  A - Entry hall
  B - Guard room
  C - Minting room
  D - Metallurgists' office
  E - Vault
18 - Watch House
  A - Duty room
  B - Holding cell
  C - Storage (misc.)
19 - Jewelers' Guildhall
  A - Guildmaster's office
  B - Meeting hall
20 - Goldsmith
  A - Master goldsmith's office
21 - Jewelers' Guild Vault
  A - Outer vault
  B - Inner vault
22 - Silversmith
  A - Display room
23 - Glassblower
  A - Storage (glassware)
24 - Monument Mason
25 - Engraver
  A - Storage (engravings)
26 - Warehouse
27 - Stonegarver
  A - Storage (stoneware)
28 - Stonecutter
  A - Storage (stone blocks)
29 - Engineers' office
30 - Engineers' Guildhall
  A - Meeting hall
31 - Rolling Mill
32 - Goldsmith
33 - Enameller
  A - Kiln room
34 - Stonecutter
  A - Storage (stone blocks)
35 - Architect's office
36 - Engineers' office
37 - Engineer's office
38 - Smithy
39 - Mechanists' workshop
40 - Weaponsmith
41 - Mechanists' workshop
42 - Warehouse
  A - Locked storeroom
43 - Smithy
44 - Smiths' Guildhall
  A - Private meeting room
  B - Assembly hall
  C - Kitchen
45 - Ironworks
  A - Coal store
46 - Tool shop
47 - Smithy
48 - Coal vendor
  A - Coal store
49 - Ceramics manufactory
  A - Storage (ceramic goods)
50 - Engineer's office
51 - Mechanists' workshop
52 - Armorsmith
53 - Shrine (Tharmekhul)
54 - The Freehammer Forge
  A - Bellows
55 - Coal silo
56 - Smithy
57 - Smithy
58 - Mailmaker
59 - Weaponsmith
60 - Hammermill
61 - Warehouse
62 - Weaponsmith
63 - Smithy
64 - Mailmaker
65 - Tinsmith
66 - Armorsmith
67 - Foundry
68 - Warehouse
69 - Smithy
70 - Foundry
71 - Weaponsmith
72 - Foundry
  A - Coal store
73 - Armorsmith
  A - Display room
74 - Grinding Mill
75 - Hammermill

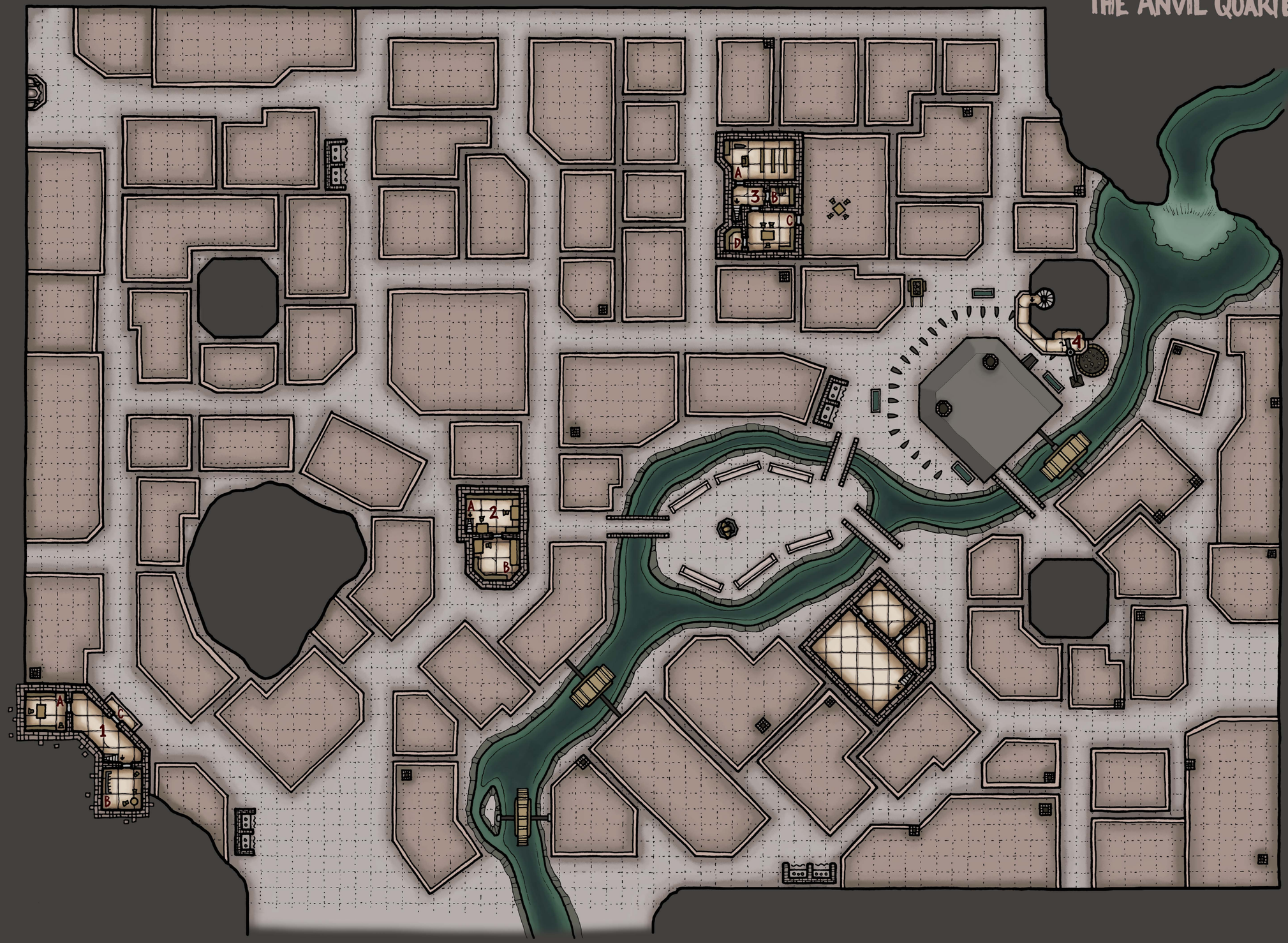
The Anvil Quarter

1 - The Royal Mint
- A - Master of the Mint's Office
- B - Guard Room
- C - Balcony

2 - Engineers' Guildhall
- A - Library
- B - Guildmaster's Office

3 - Smiths' Guildhall
- A - Classroom
- B - Storage (Misc.)
- C - Guildmaster's Office
- D - Storage (Guild Records)

4 - Coal Crane



Second Level

The Anvil Quarter

- The Anvil Quarter is Brazenthrone's industrial center. In addition to metalsmiths, there are glassmakers, stonecutters, woodworkers, jewelers and a variety of other craftsmen and artisans to be found here.
- There are four unofficial "districts" in the quarter: steel, stone, lumber and gold. The steel district-- by far the largest-- occupies most of the eastern half of the chamber, including everything south of the Bitterwash (the river). The gold district is in the southwest corner, the lumber district is in the northwest corner and the stone district is between the lumber and steel districts.
- The small island in the middle of the Bitterwash contains a small monument to Moradin (the god of craft) and several benches. Many of the local workers come here to eat (and drink) their lunches.
- While all of Brazenthrone's chambers have ventilation shafts above them to release smoke, the huge volume of coal burned in the Anvil Quarter necessitates far more than anywhere else in the city.

The Freehammer Forge

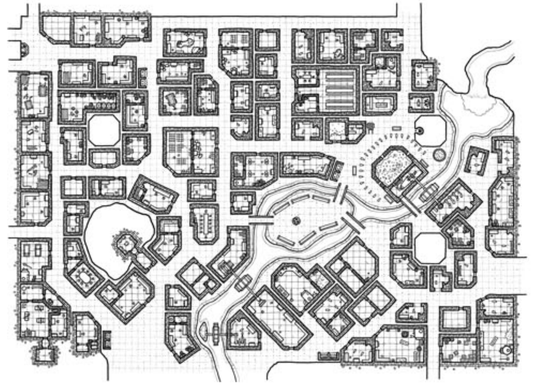
- The Freehammer Forge is an enormous smithing forge (perhaps the world's largest). It was built two hundred years ago by the previous High King. Responding to complaints by the Smiths' Guild about an excess of smiths with nowhere to work their craft and little space to construct new smithies, the king ordered the construction of a massive public forge, free for anyone's use.
- Anvils and fuel are provided by the city and many independent smiths bring their tools here to work every day. The difficulty of buying or building a new smithy in the city is such that even some very talented smiths can be found here.
- A dozen or more people hammering metal is loud. Deafeningly loud. Most of the older dwarves who've been using the Freehammer for decades are hard of hearing to some degree.

The Royal Mint

- The Royal Mint is where all of the Kingdom of the Twelve Mountains' gold coins are struck (copper and silver coins are minted in other cities).
- Naturally, security here is high. A dozen guards are posted here day and night and any coins or metal not currently being worked or shipped are stored in a thick vault.
- Gold usually arrives here in ingots, which are then brought to the rolling mill (at 31) to be flattened into thick sheets. Back at the mint, coin blanks are cut from these sheets with a punch press. The blanks are then placed in screw presses to be made into coins.
- The screw presses are new at the mint. Previously, coins had been minted by placing a gold blank between two dies and striking the top with a hammer. The invention of these new presses earned the current Master of the Mint her position.

The Jewelers' Guild Vault

- This is where the members of the Jewelers' Guild store their valuables when they close their workshops for the night. The only key is held by the Guildmaster, who is expected to arrive early every morning to open the vault and bring out the guild members' chests as they arrive.
- Ensuring the security of the vault is the Guildmaster's most important duty. In the event of a theft, the guild charter states that the Guildmaster will be held personally responsible, even if he or she is provably innocent of the crime.
- This rule has led a number of former guildmasters to go to great lengths for their own peace of mind, reinforcing the vault with all manner of locks and enchantments. To anyone with the ability to sense it, the entire structure glows with an intense magical radiance.

Notable Locations

- **(1)** ***The Alliance Monument***: Just outside the entrance to the Gnomestown district, this is a statue of the deep gnome king with whom the dwarves' struck their alliance several hundred years ago. A statue of his dwarven counterpart stands in the gnomish capital.
- **(3)** ***Arrowsmith***: Like the fletchery at 7, arrows (and, more commonly, crossbow bolts) are made here. The difference between the two is that the arrowsmithy has a forge to cast the metal heads.
- **(5,8)** ***Arbalist***: An arbalist makes crossbows.
- **(6)** ***Coopery***: A coopery is where barrels are made.
- **(16)** ***Glassmaker***: This workshop makes glass, which is then flattened into sheets for windows. These are mostly sold for export, as windows are largely considered to be unnecessary holes in the wall in this underground city.
- **(18)** ***Watch House***: The local city watch is stationed here, conveniently close to all the best things to steal.
- **(31)** ***Rolling Mill***: This mill uses rollers to flatten metal into sheets for various purposes. It shares a waterwheel with the grinding mill at 74.
- **(46)** ***Tool Shop***: This shop sells tools to those who can't make their own, or to those who can, but not without the tool they're missing.
- **(48)** ***Coal Vendor***: They sell coal. Most businesses who need it have contracts for a certain amount to be delivered to them every morning. At night, a worker can usually be found pushing a cart around the quarter to make the deliveries.
- **(53)** ***Shrine***: Tharmekhul is the dwarven demigod of the forge.
- **(55)** ***Coal Silo***: Coal for the Freehammer Forge is stored here. It burns through a lot.
- **(60, 75)** ***Hammermill***: A hammermill contains trip hammers operated by waterwheels, which raise them up, then let them fall. They can be used to pound hot metal or smash other things that don't try to run away. The mill across from the Freehammer Forge has four hammers and shares a wheel with the Freehammer's huge bellows.
- **(58, 64)** ***Mailmaker***: They make chainmail, for warriors who want to be better protected than the rogue, but only just a little.
- **(74)** ***Grinding Mill***: The waterwheel here turns a grinding wheel, which is primarily used to sharpen blades and grind down metal.