

THE DWARVEN CITY OF BRAZENTHRONE

HISTORY & LORE SECOND EDITION

NOTES FROM THE ARTIST

- New editions of this record will be released periodically, with more information added as it comes to me.
- I encourage people to come up with their own stories about Brazenthron. If any of this lore should ever get in the way of you telling the tale you want to tell, ignore it or change it. This is meant to inspire people, not to handcuff them to my ideas.
- Brazenthron is drawn and described as an inhabited city, but consider using it as an abandoned city or ancient ruin to explore.

GENERAL INFORMATION

- Brazenthron has a population of around 15,000. Most are dwarves, but there is a notable gnome population as well, living mainly in the Gnomestown district of the Anvil Quarter. Other races, such as humans, elves and halflings, are present in small numbers.
- Brazenthron is not a city-state, but part of a moderate-sized dwarven realm called the Kingdom of the Twelve Mountains, of which it is the capital and the High King's seat of power.

THE KING

- The lands of The Twelve Mountains are ruled by High King Cormac Brasshand. The Brasshands have ruled for almost two thousand years.
- The High King's family sigil is "The Brazen Hand." This has become the sigil of the city of Brazenthron as well.
- The kingdom uses an unusual form of royal succession known as "tanistry." Under this system, upon a High King's death, the Great Lords of all the kingdom's noble clans assemble to choose a new ruler. The only stipulation is that the chosen successor (the "Tanist") must be a son or nephew of the previous king. Choosing a female ruler is only allowed in the event of a lack of male heirs, but much talk has been made of changing this lately.
- While the kingdom has many wealthy families, both noble and common, the royal family is easily the wealthiest, sitting on a truly staggering fortune amassed over several thousand years, most of which is kept in the Royal Treasure Vaults below the palace.

HISTORY

- Once, the Kingdom of the Twelve Mountains was a closely-knit group of smaller dwarven kingdoms and city-states. Long ago, a great war with the duergar led to the appointment of King Diarmuid (DEER-mid) Brasshand as High King over the rest. After the war was won, a narrow vote of the other kings allowed the Brasshands to retain the title. Since then, the kingdom has consolidated under a single ruler. But even without any lesser kings to rule over, the title of High King is still used.
- The Brasshand Clan is not originally from Brazenthron. Before becoming High Kings, they ruled over a city called Copperbreach on the periphery of the Twelve Mountains. Their city's location came to be a problem for them as High Kings, since communicating with and responding to problems in other parts of the kingdom took far too long. After a few centuries, the decision was made to found a new capital in a more central location from which to rule and the excavation and construction of Brazenthron was begun.
- To this day, the gold used to fund Brazenthron's construction is the largest-ever withdrawal from the royal treasure vaults and the only withdrawal of more than a single percent of their contents.

NOTABLE PLACES

- The Great Festhall in front of the High King's Palace is only open at certain times, 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.

COMMERCE & TRADE

- Brazenthron's mines produce iron, most of which it then makes into steel. This steel, as well as products forged from it, are the city's main export. Brazenthron's steel is widely regarded as being of magnificent quality, even by dwarven standards, and is priced accordingly.
- Brazenthron is not self-sustaining on agricultural products, importing the majority of its food and livestock and nearly all of its wool and fabric. These come primarily from their neighbors on the surface. Brazenthron is known to pay more than most for these common goods and caravans visit regularly for the easy modest profit.

NOTABLE PEOPLE & ORGANIZATIONS

- **THE WATCH:** These are Brazenthron's constables. Watchmen patrol the streets, watching for thieves and murderers.
- **THE LORDS HIGH MARSHAL:** 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.

FOREIGN RELATIONS

- The kingdom's relationship with the duergar and the drow is best described as "peaceful but tenuous." Having no desire for war with each other *at the moment*, they have allowed the establishment of embassies in each others' capitals. All parties use these embassies primarily to spy on one another and all parties are well aware of this. However, as they have no militaristic intentions to hide, they are content to allow their neighbors to see that for themselves. How long this holds is anyone's guess.
- Relations are also maintained with the deep gnomes, several human kingdoms and another dwarven kingdom. Their ties are primarily built on trade, with the exception of the deep gnomes, with whom they have an agreement of mutual defense in addition to their economic relationship.

SOCIETY

- Nobility exists in the Kingdom of the Twelve mountains, but what it means to be a noble is very different, having nothing to do with either land or, necessarily, wealth. Being a "noble" means being born into a High Clan and being a "commoner" means being born into a Low Clan (which is, more politely, simply called "a clan.")
- All clans began as Low Clans. High Clans were raised to that status by royal decree. This is usually done as a recognition of a clan's long history of great deeds and service to the kingdom. It can also be a result of some great deed performed by the clan as a whole. It is rarely the result of a single heroic act by a single dwarf.
- The benefit of being a High Clan is that the head of that clan, or anyone he or she should choose to appoint, may sit on the Council of the High Clans. This is a Senate-like body which is often given decisions to make by the High King. While the king does retain absolute power, he will often hand down matters to be decided upon by the council, either because he doesn't have time to consider them personally or because he thinks they would benefit from being deliberated over by a large group, rather than being made by one person. He has the ability to overrule them on any decision (except royal succession), but rarely does.
- One of the main decisions given to the council is appointments to important positions. And, as the council are all members of High Clans, these appointments almost always go to other members of High Clans.

• Entries with a red dot (like this one) are new or have updated information in this edition.

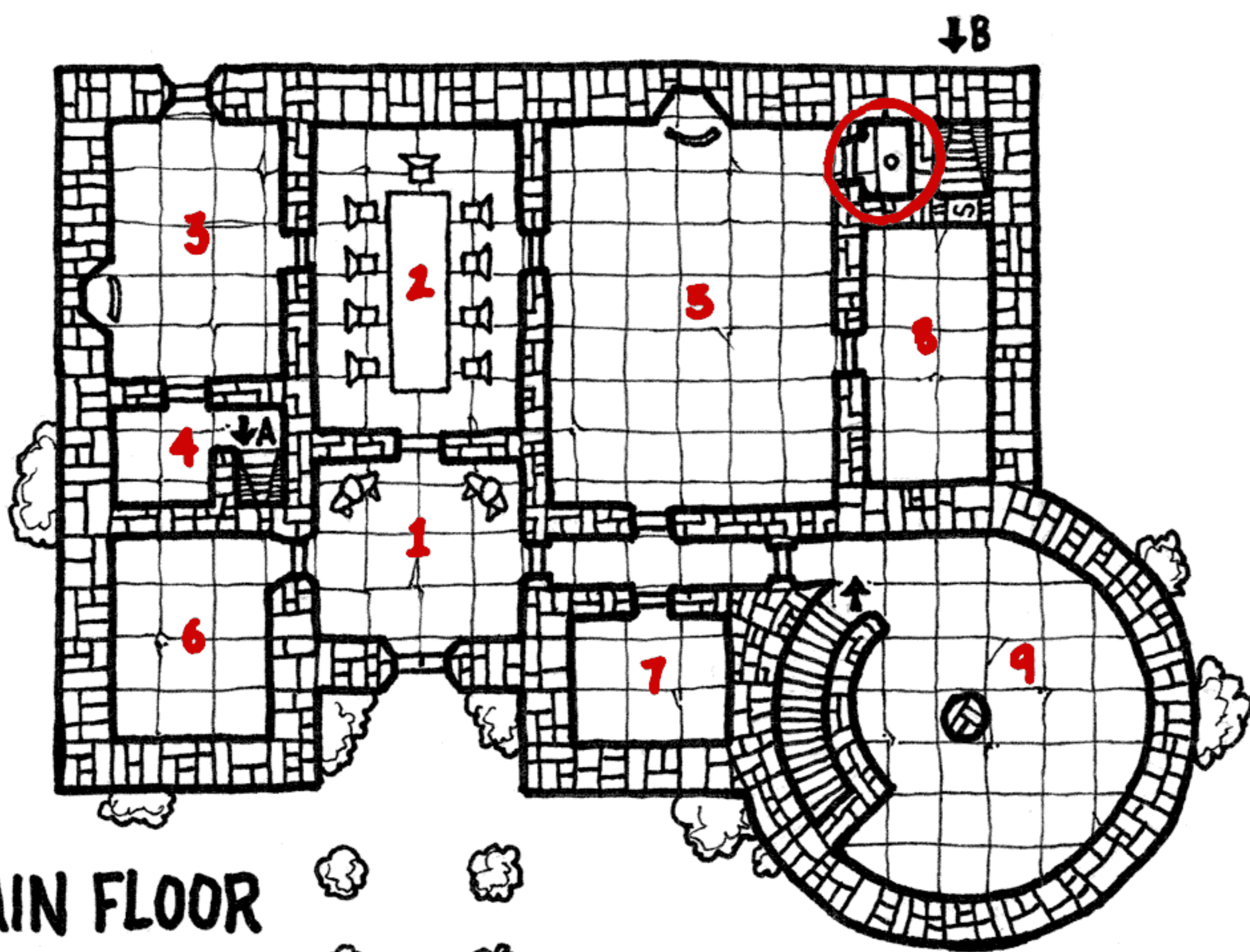
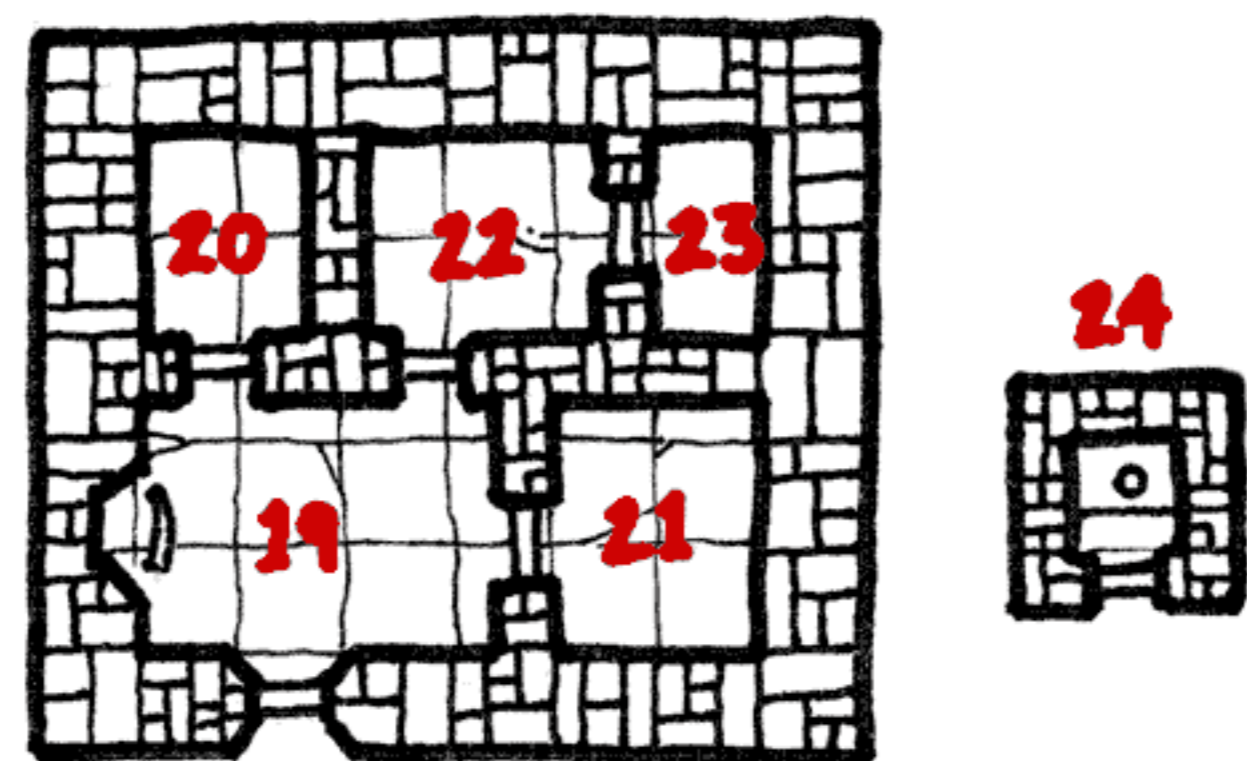
BARON KELROY'S STATELY MANOR

KEY

-  STATUE
-  FIREPLACE
-  BARS/GATE
-  PRIVY
-  CURTAIN

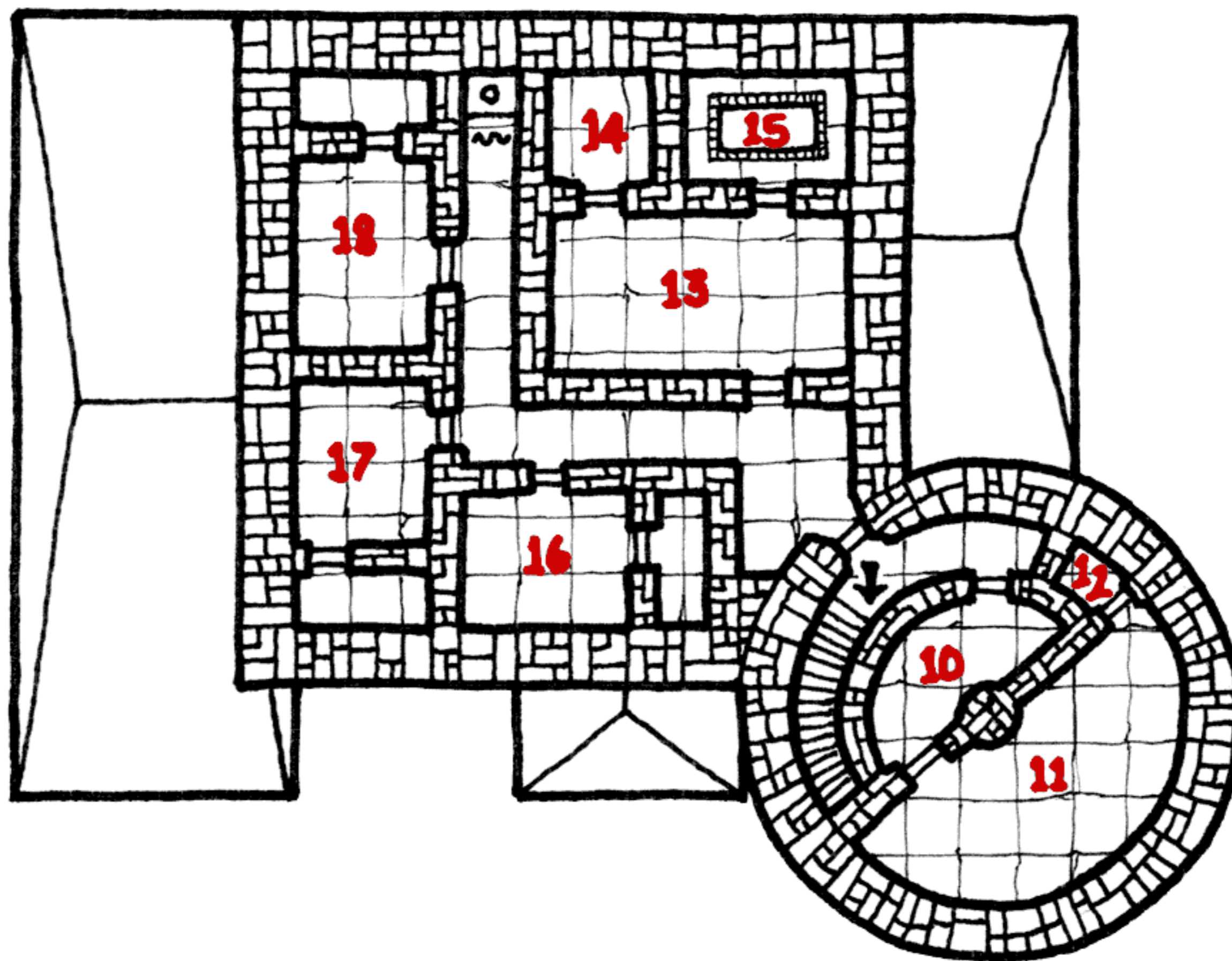
- 1 • ENTRY, THOSE ARE STATUES, COULD BE GOLEMS
- 2 • DINING HALL
- 3 • KITCHEN
- 4 • PANTRY
- 5 • GREAT ROOM
- 6-12 • STUDY? LIBRARY? GUARD BARRACKS?
ART GALLERY? OFFICE? SHRINE? ARMORY?
STORAGE? LABORATORY? GUEST ROOM?
WORKSHOP?
- 13 • MASTER BEDROOM
- 14 • CLOSET
- 15 • BATH
- 16-18 • BEDROOMS (WITH CLOSETS)
- 19 • COMMON ROOM
- 20-22 • SERVANTS' BEDROOMS
- 23 • MR. FANCY IN 22 GETS A CLOSET!
- 24 • OUTHOUSE, CRAPPING IN THE MANOR IS
FOR NOBILITY ONLY, PEASANT.
- 25 • FOOD STORAGE/MEAT LOCKER
- 26 • A CASK, PROBABLY BOOZE.
- 27 • WINE CELLAR
- 28 • NO SUGGESTION.
- 29 • A VERY UNHAPPY PERSON
- 30-32 • SEE 28

SERVANTS' COTTAGE



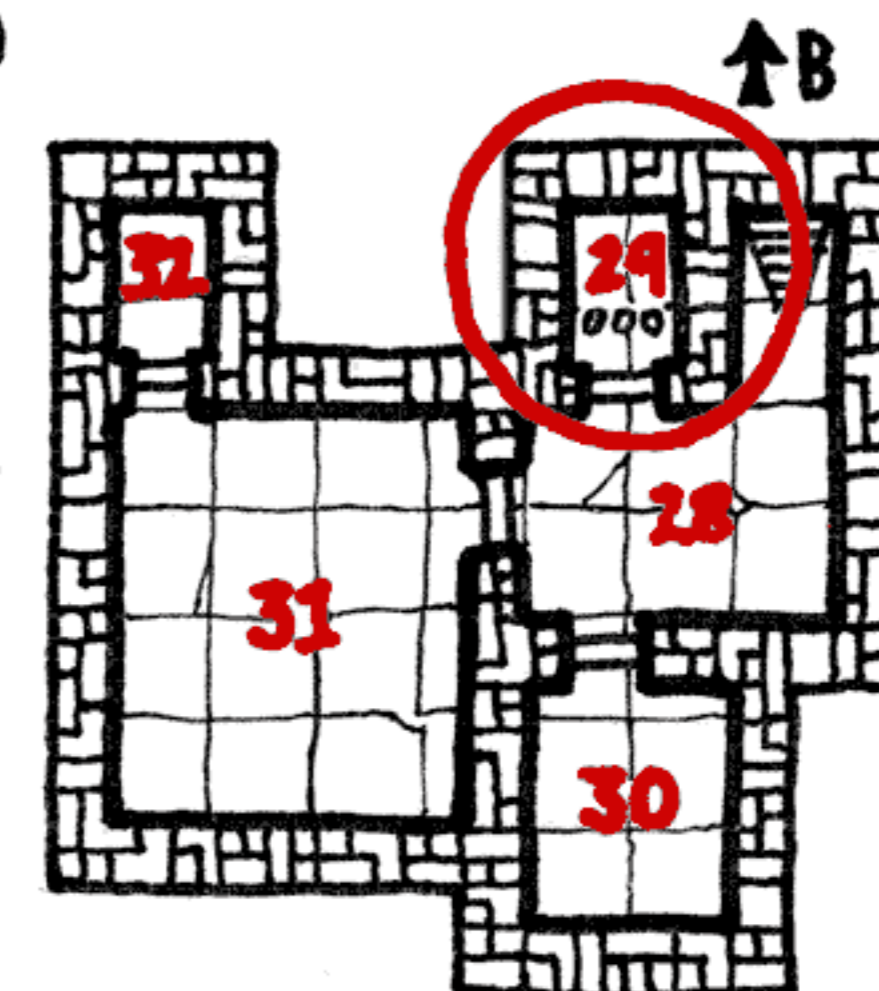
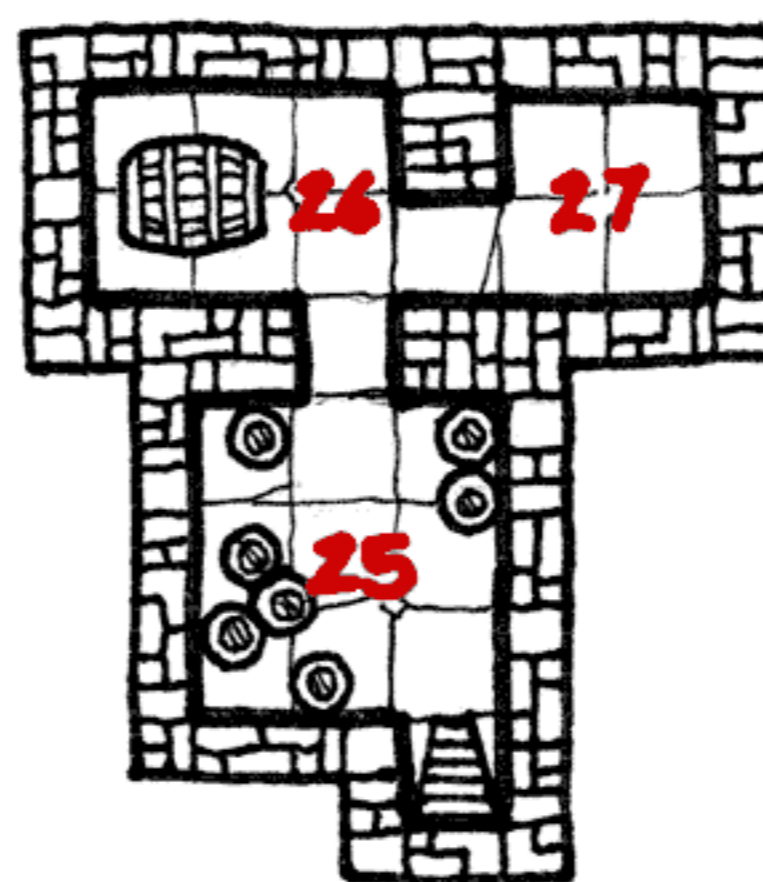
MAIN FLOOR

SECOND FLOOR



BASEMENT

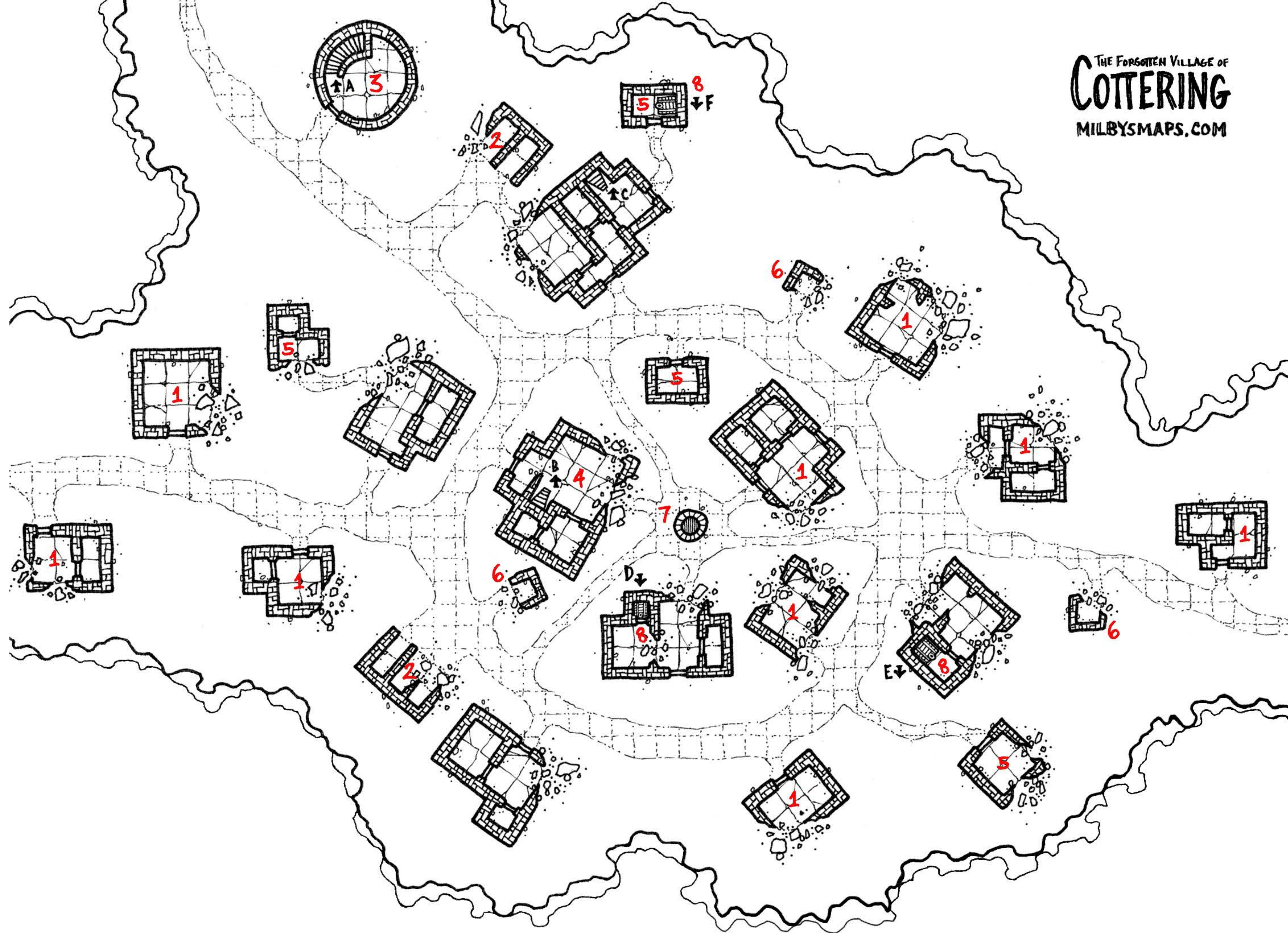
(TWO UNCONNECTED SECTIONS)



NOTES FOR DMs

THESE ARE SOME OF MY THOUGHTS ON THIS MAP AND IDEAS FOR WHAT THE ROOMS MIGHT BE. FEEL FREE TO IGNORE ANY OR ALL OF THIS. FIT IT TO THE NEEDS OF YOUR GAME.

- I'M JUST GOING TO CIRCLE TWO ROOMS HERE. IF YOU SEE A CONNECTION BETWEEN THEM, WELL... MAYBE YOU CAN DO SOMETHING WITH THAT. MAYBE NOT. I'M JUST THROWING IT OUT THERE.
- I SEE A RESCUE MISSION HERE. PCs COULD SNEAK IN, GET AN INVITATION TO A PARTY OR JUST FIGHT THEIR WAY IN. MAYBE ONE OF THE SERVANTS HELPS OUT.
- IF YOU WANT TO USE THIS AS THE HOME OF A MORE WELL-ADJUSTED PERSON, YOU CAN JUST ELIMINATE THE "B" BASEMENT AND THE SECRET STAIRS AT 8.



- 1 - Homes
- 2 - Stables
- 3 - Wizard's Home?
- Watch Tower?
- 4 - Tavern?
- 5 - Storage? Butchery?
- Chicken Coop? Woodshed?
- 6 - Outhouses
- 7 - Well
- 8 - Cellar Entrances.

The entrance at F leads directly to the tunnels with no secret door, so there is likely some other security measure there. (a lock, a guardian, a trap, magic, etc).

DM Notes

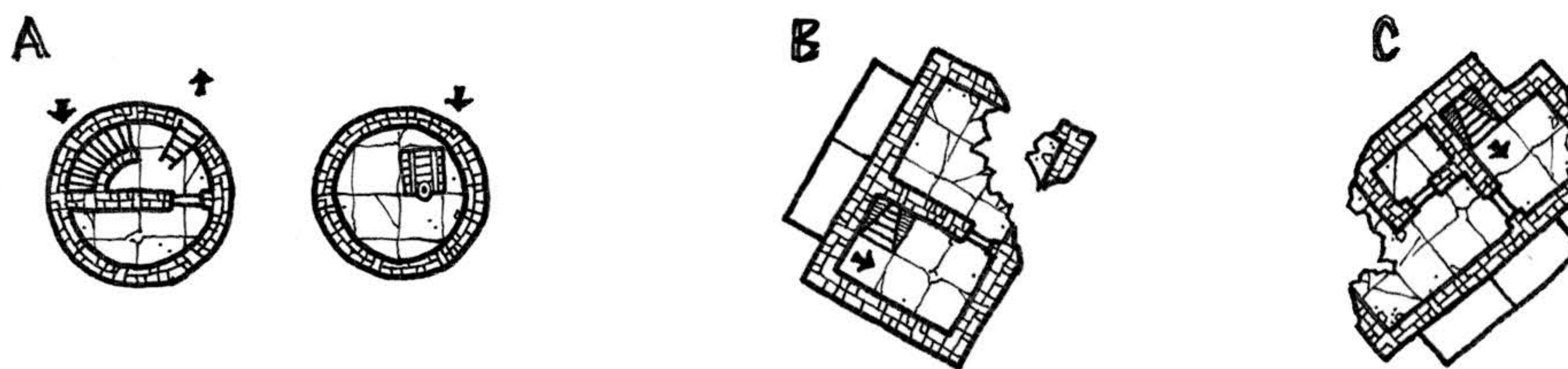
-The underground level is not annotated because what it contains depends entirely on the nature of the secret activity that was taking place there before the village was destroyed (or abandoned).

-Some possibilities:

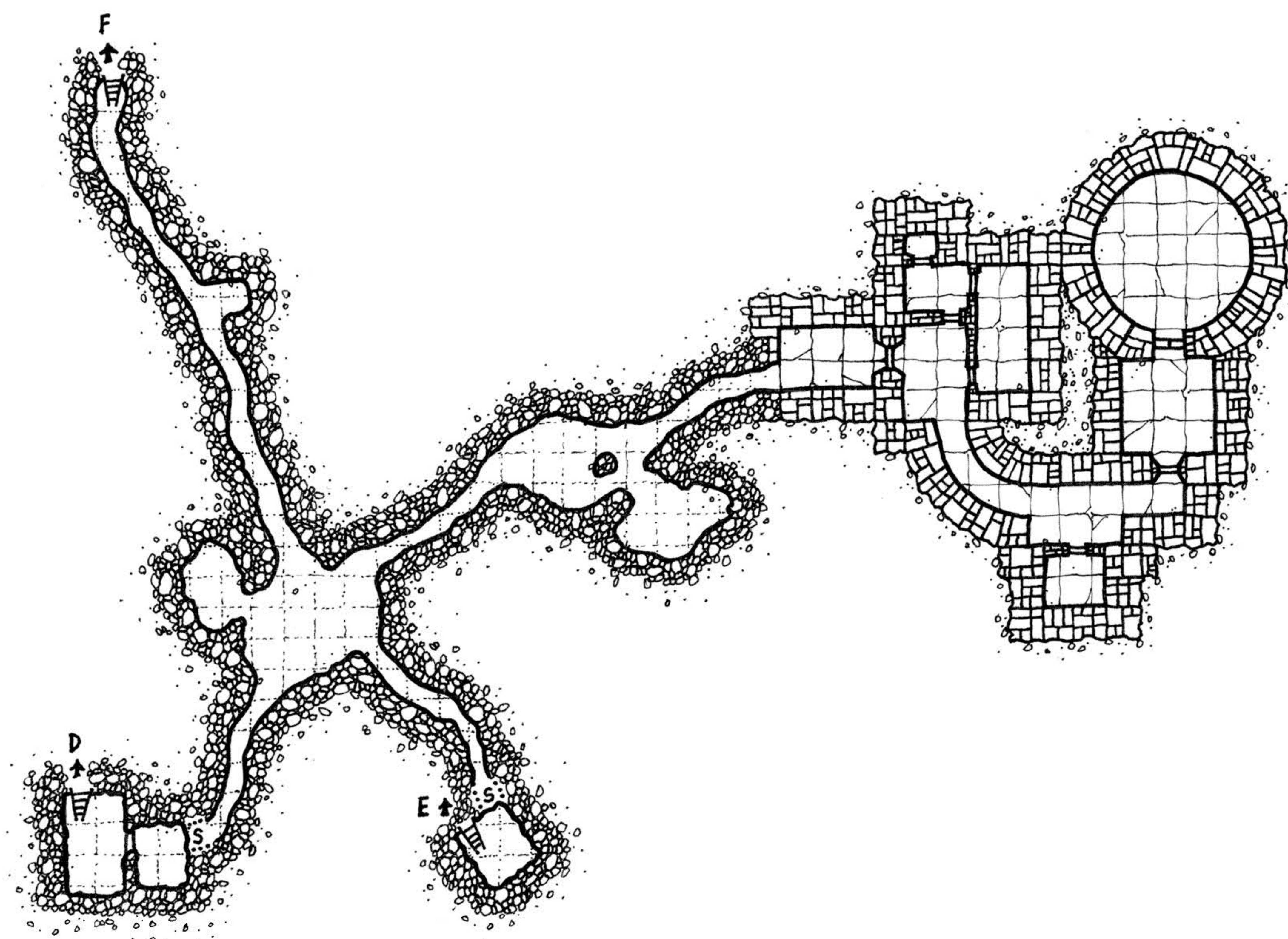
- A cult, which could have included all the villagers or only a few.
- Magical experimentation (perhaps opening a gate to another world?)
- Smuggling, which could have incurred the wrath of a criminal organization.
- Protecting someone or something from the crown authorities (this is one possibility that could make the villagers good guys instead of bad).

-Remember, if you want to show the map to your PCs, a version without the basement doors is available on the website.

UPPER FLOORS



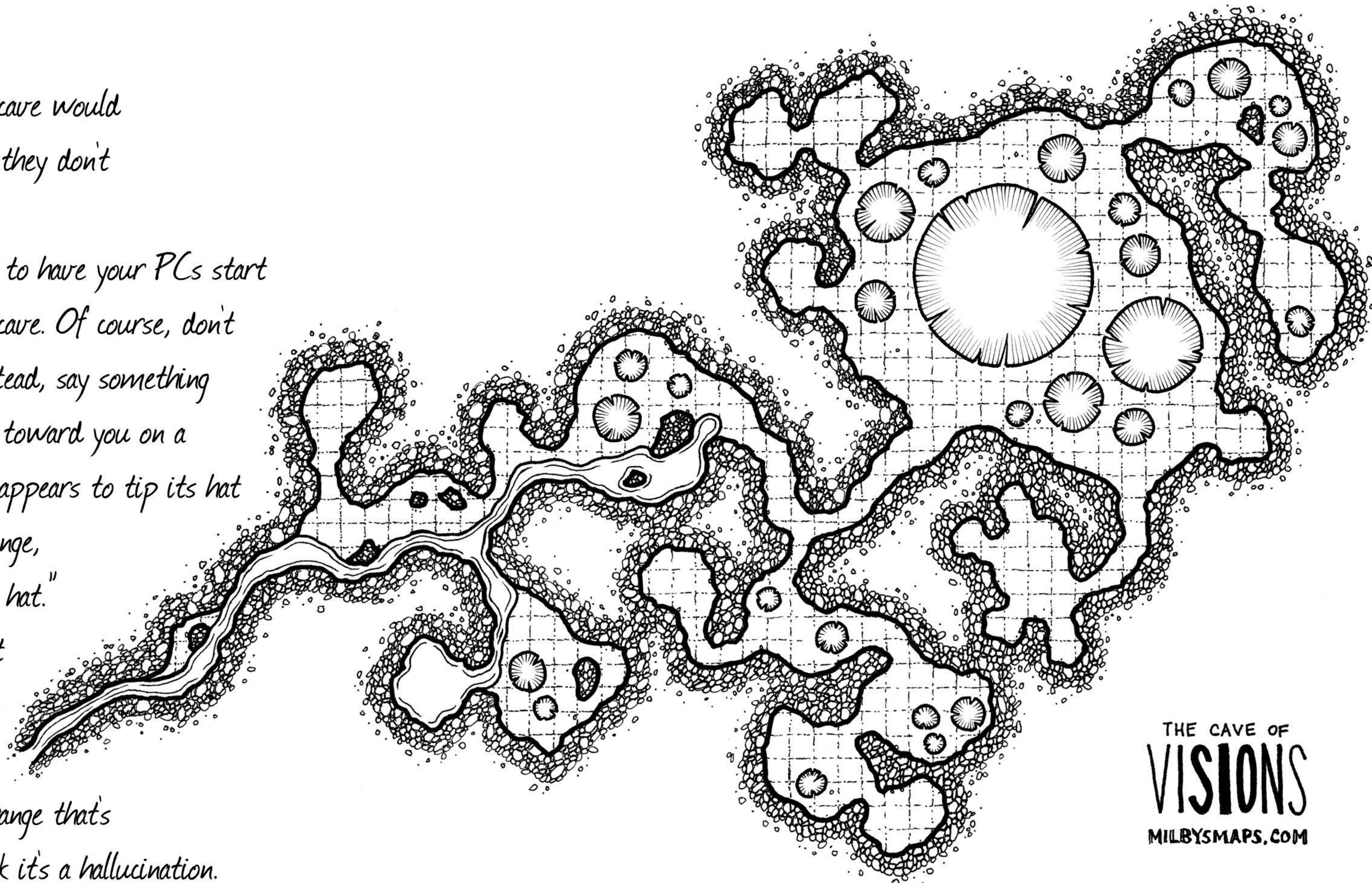
UNDERGROUND



DM Notes

The obvious inhabitants of this cave would be Myconids or Vegepygmies, but they don't have to be.

Consider taking the opportunity to have your PCs start hallucinating when they enter the cave. Of course, don't tell them they're hallucinating. Instead, say something like, "You see three gnomes riding toward you on a flying pony" or, "A patch of mold appears to tip its hat to you as you pass. Which is strange, as it doesn't have any arms. Or a hat." Or, "You look over and notice that <PC's name> is blue. Bright blue." You could even have the cave be inhabited by something strange that's actually real, making the PCs think it's a hallucination. Play mind games. Go wild with it.



THE ELVEN CITADEL OF OAKENHOLD

•Let's get this one out of the way first: You're not burning it down. Well, not without a lot of effort, anyway. The tree is 40 feet in diameter at the base of the trunk (that's 125 feet in circumference). That's a hard log to burn. And getting there to start the fire means getting shot at by a whole lot of archers. Levels 2, 3, 6 and 7 are all lined with arrow slits. And from 100-200 feet up, they have the range advantage for sure. You have a mage who knows fireball? Check the range. He's a pincushion long before he gets that close. Brought a catapult? Ballistas? Level 5 has three ballistas with bows almost 20 feet across. They are there specifically to disable war machines. Is burning Oakenhold impossible? No. But the elves who built it did take that into consideration when designing its defenses. They may be high elves, but they're not so high that they forgot about fire.

•Oakenhold is not designed to be a seat of power, from which a king or queen rules. Rather, it is meant to serve as a military stronghold for defending the land around it. This is why there is relatively little in the way of luxury or space devoted to the nobility.

•If you want to make it a seat of power, I would recommend changing the archery range at 24 into a throne room audience chamber and devoting most or all of the 8th level to the nobles. Change out the rooms for a bath, a dining room, a sitting room, a study or two, maybe a vault. You get the idea.

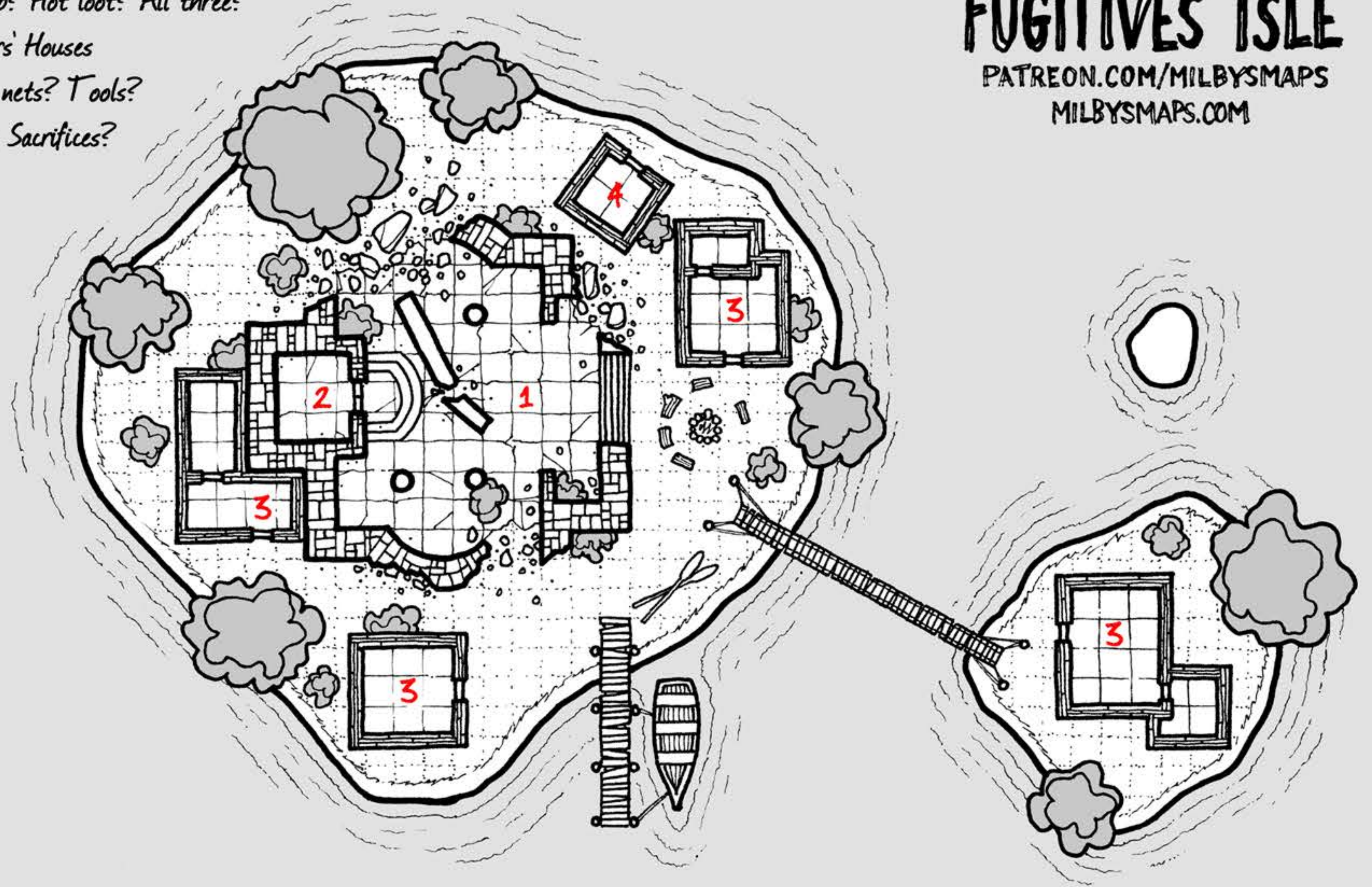
•So, what do you do with a ten-level elven tree fortress? I've got a few suggestions:

- Attack it
- Defend it
- Infiltrate it
- Steal something from it
- Sabotage it
- Kill someone in it
- Escape from it
- Help the elves take it back from the people who took it from them (possibly involving one of the above).

DM NOTES

I don't have too much to say about this map, but I think there are a number of encounters you could stage here. My idea when drawing this place was that there was once some kind of temple here, which has long been in ruins. More recently, some people came to the island, built some houses and they now inhabit the place (I picture them as fugitives who came here because others would stay away from it, but they could be anyone). Regardless of who they are or what's in the temple, I see this as going one of two ways: either the inhabitants are scared of the ruins and avoid messing with them, or they dug around too much and now they're under the control of the powerful force inside it. Or it could just have a room full of sweet loot, if you want to keep things simple. If you want to do something longer with this, you could have the PCs find out where the islanders have been going in their boat and what kind of trouble they've been getting up to there.

- 1 - Ruined Temple/Crypt/Whatever
- 2 - Something locked away. A monster?
A tomb? Hot loot? All three?
- 3 - Islanders' Houses
- 4 - Fishing nets? Tools?
Human Sacrifices?



FUGITIVES' ISLE

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THE FORTRESS CITY OF FINBARR'S MARSH

- I didn't make "proper" DM notes for Finbarr's Marsh. I probably should have. I did make a number of comments about the city in several posts on my website, particularly about the sewers. This is a collection of those comments. I have added in a few new things, which you can find in the addendum at the end.
- Finbarr's Marsh has 135 buildings with 703 rooms across 10 different floors (7 above ground and 3 below). It's drawn on 14 sheets of A3/Tabloid paper (equivalent to 28 normal-sized sheets of paper). In case you're curious.
- So let's talk about Finbarr's Marsh. Finbarr's Marsh is strongly inspired by the Irish city of Cork, as it was in the Middle Ages. Cork was built on an island in the fork of the River Lee, near where it meets the sea. The early inhabitants, who were apparently very security-conscious, felt that being surrounded by a river wasn't enough and decided to construct towered walls around the edges of the island, along with two bridges, both with gatehouses on both sides of the river. In short, Cork City was a fortress.
- Another interesting architectural feature of Cork solidified it as my choice of city to use as inspiration for this project: a watergate. When Cork was a walled city, it had a large canal running through the city center with a huge gate that allowed ships to enter to load and unload cargo inside the city walls. On either side of the watergate were two castles: Queen's Castle and King's Castle.

- So let's talk about the sewers. First, I need to mention elevation. The underground level is above this, which means it's fully above the water level. Why? The island has steep sides and the ground level is about 15 feet above the water. With that out of the way, let's talk about the locations.
- The kuo-toan temple on the left predates the city and was in ruins by the time the first settlers showed up. The passages into it were eventually blocked off with stone because, well, no one wants an open passage leading right under their castle.
- The Drainers are human. They're poor and live in the sewers, subsisting on mushrooms and selling their excess fertilizer to farmers in the area. They smell. But everything down here smells, so it's fine. The authorities know about them and have told them they can stay. But no more digging.
- The Theives' Guild's bread and butter, unusually, isn't theiving, but dealing in smuggled goods. They have an arrangement with some fishermen to bring goods in from cargo ships, a few crates at a time, evading the customs tariffs and any laws concerning contraband. They buy the goods from the fishermen, then sell them around the city at a tidy profit. They're secretly working with one of the wealthy trading houses as well (the De Barras). They do also steal stuff. Sometimes.
- The sea trolls (scrags) aren't a huge priority for the city guard, although they can be troublesome. And the entrance to their lair is small and completely underwater, which would make dealing with them an enormous pain.
- The Witch of the Pipes is whoever you want her to be.

ADDENDUM

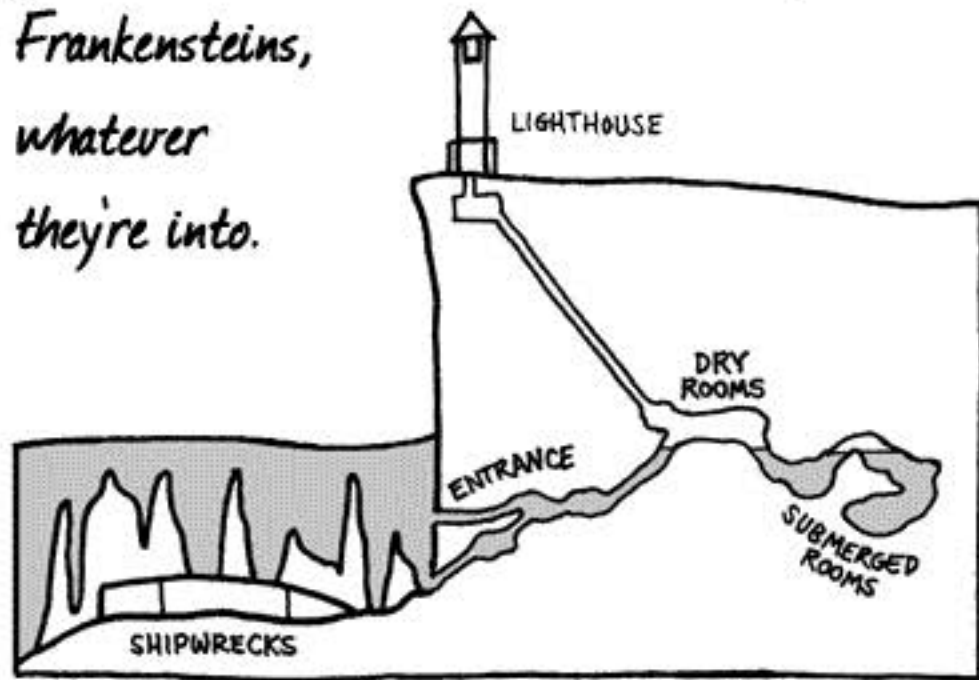
- The series of rooms and caverns marked "Ancient Sealed Chambers" (#5 on the crypts level) leads up through the sewers and underground to a small, unmarked house on the ground level, surrounded by other houses and with no entrance. I drew this to add something ancient and mysterious to the city, as well as to include a dungeon. I didn't have anything in particular in mind when I drew it. Maybe something is imprisoned there. Maybe someone is hiding there. Maybe it was built to protect an ancient artifact or treasure. As far as the house, maybe people just built around it and forgot it was there. Or maybe they know. What this place is and what's there is entirely up to you.
- The Skiddy, Riordain, DeBarra and Lyons families are the city's major merchant houses. Since trade is the city's main source of income, they are very wealthy and influential. Whether they are nobles or just wealthy commoners is up to you.
- The city's religious buildings are dedicated to Waukeen, the goddess of wealth and commerce; Helm, the god of vigilance and protection; and Valkur, the god of ships and sailors.
- I don't know what they're doing in the basement of the Tower of Thaumaturgy, but it's probably something pretty irresponsible.

THE NECROMANCER'S CORPSE FARM

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DM Notes

The main idea of this map is that a necromancer, living in some aquatic caves beneath a lighthouse, has managed to gain control of the lighthouse keeper (or become the lighthouse keeper) and is doing a really terrible job of keeping the fire lit. As a result, the necromancer has a ready supply of corpses to... you know, necromance. Raise an army, make Frankensteins, whatever they're into.



A Few Thoughts

-To hook the PCs in, you could have someone hire them to investigate the cause of the recent shipwrecks or they could simply notice the lighthouse unlit while passing by.

-This map was created with an aquatic necromancer in mind (specifically a turtle), but it could easily be a sea elf, sahuagin, kuo-toa, hag, or even just a human with a ring of water breathing. If your necromancer would be more at home in an air-filled environment, you can always have the submerged rooms be dry.

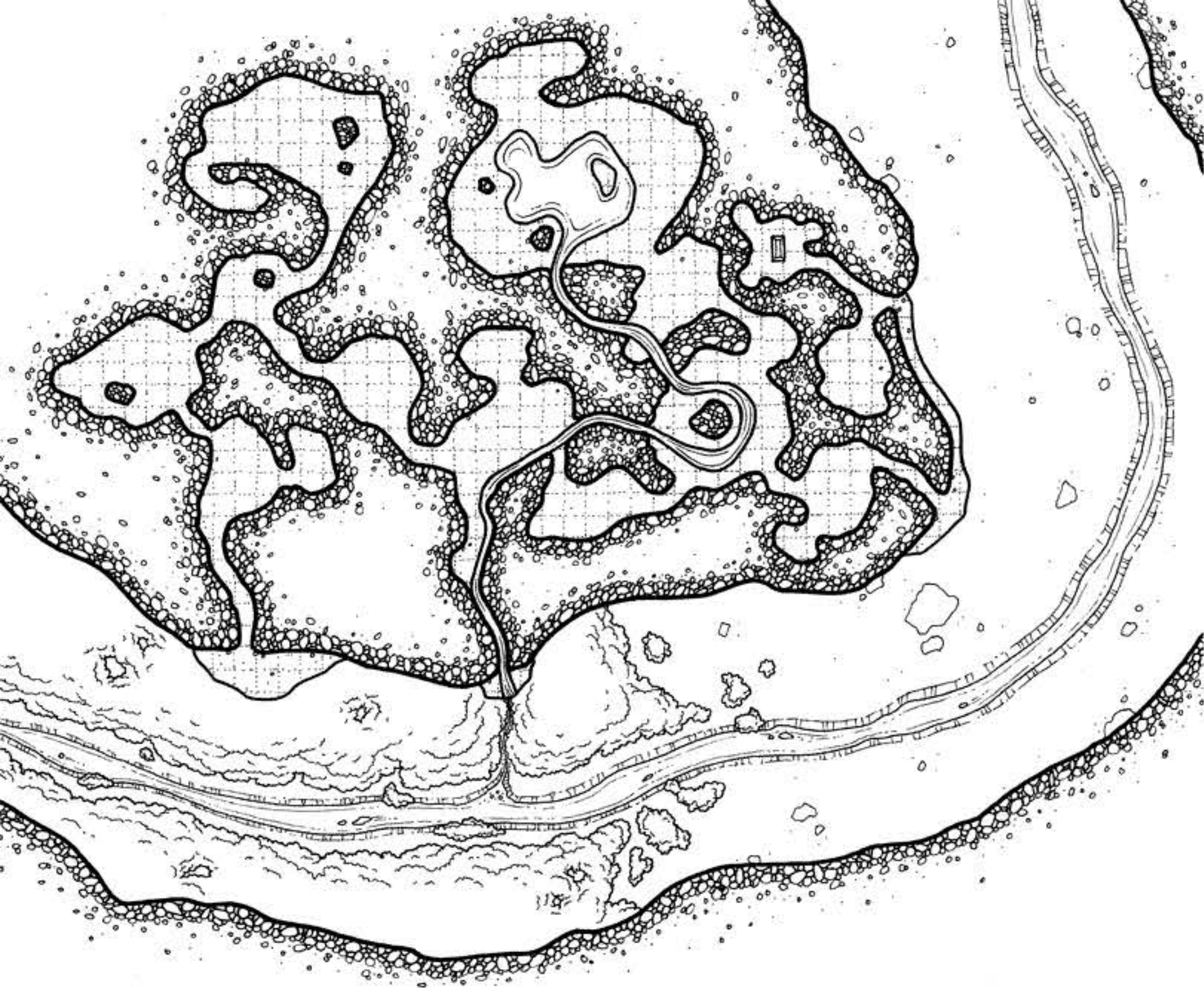
-In the shipwrecks, the PCs could encounter any number of things: undead, regular dead, or nothing. If the PCs are investigating the shipwrecks, finding no bodies would serve as a clue that something is wrong.

-Alternatively, you could have the PCs find a ship full of corpses which they later encounter coming in from behind them when they fight the necromancer.

-The necromancer could be first encountered in the lab or the study, then retreat into the submerged rooms after a while to fight back underwater.

-Consider whether you want the secret staircase to exist or not. Depending on how you plan things, it may let the PCs skip a lot.



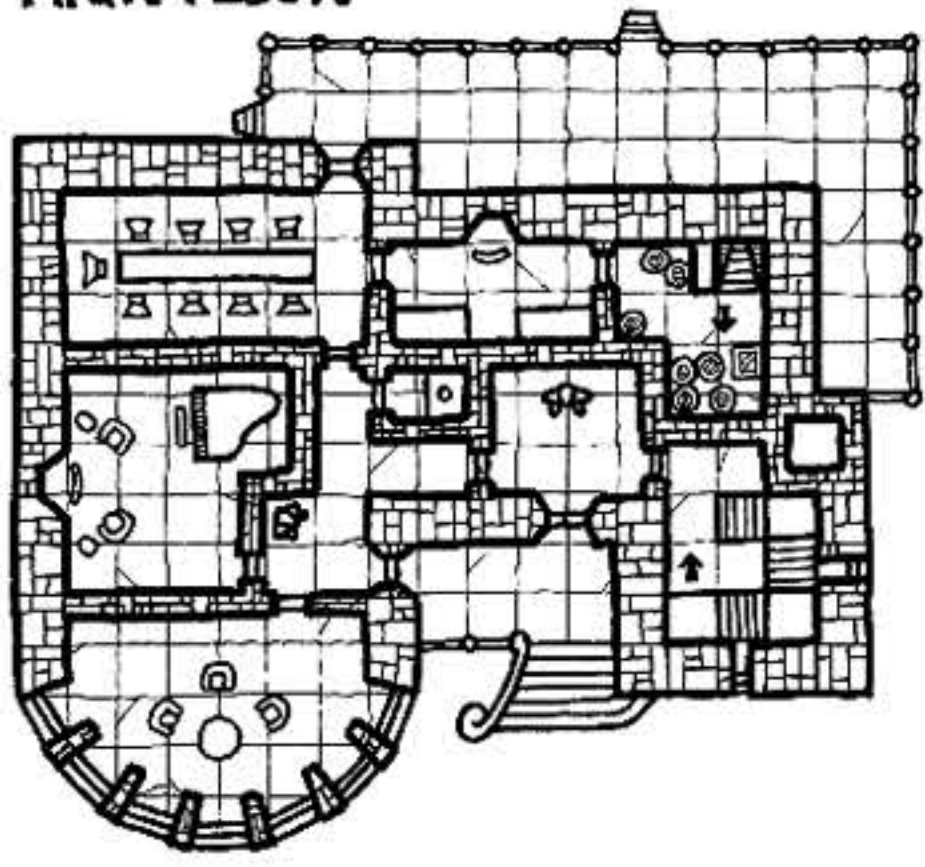


THE SOURCE OF THE LIFESPRIING

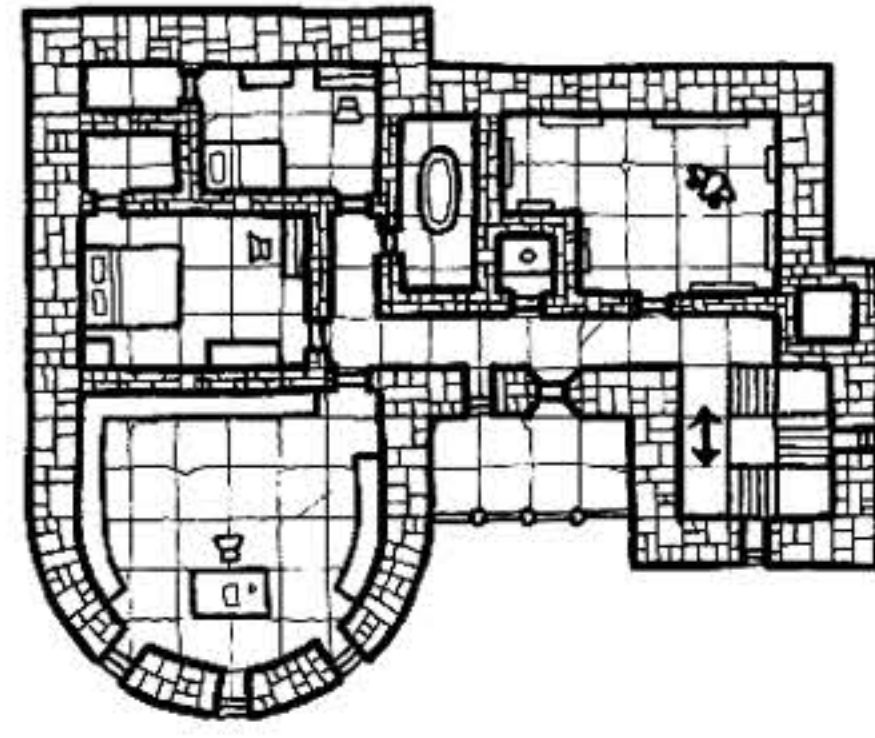
DM Notes

- The idea here is that a spring in a cavern high up the side of a cliff contains a magical energy which, after mixing with the river in the valley below, causes life to spring up all around in the direction of the river's flow.
- While this map does scream "Dark Sun" at the top of its lungs, I think it would fit in any desert.
- You could change the direction of the river and make it the Deathspring. That opens up the possibility of locating it in a jungle or forest.
- The object in the eastern cavern is meant to be a sarcophagus or tomb. I imagined that some group of people may have worshipped the spring and could have buried a great leader or hero beside it. It could also be an altar or shrine.
- An adventure set here has a bit of a built-in plot hook. Your players will definitely take notice of a desert turning to jungle immediately after a waterfall. Still, come up with a back-up plan in case they shrug and keep walking. Players love to pull that kind of crap.

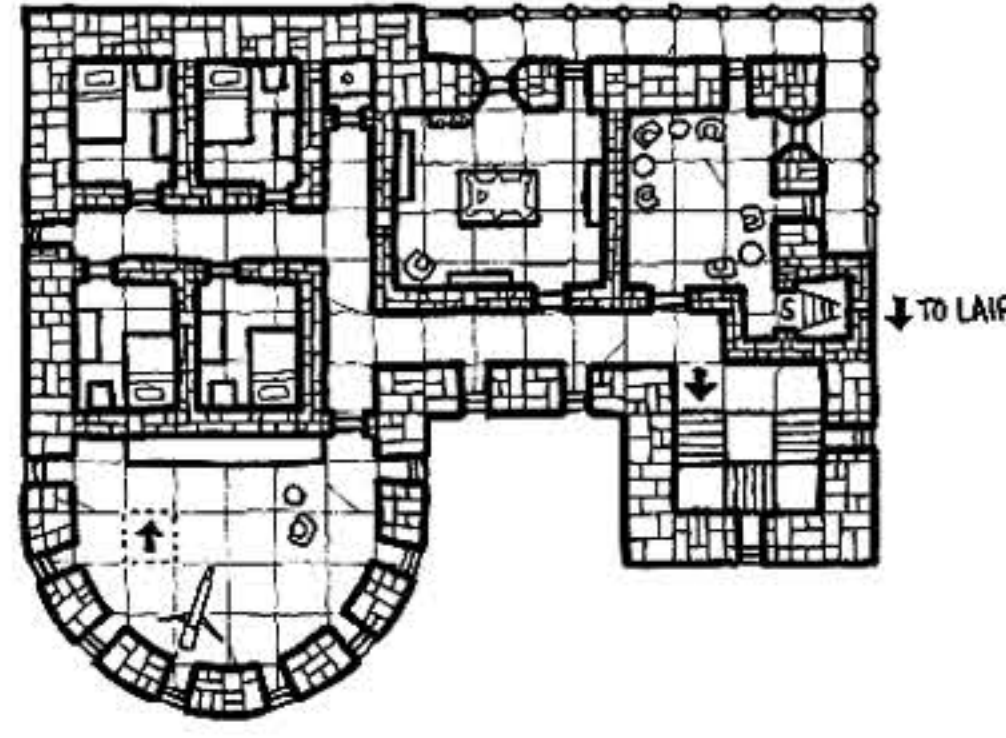
MAIN FLOOR



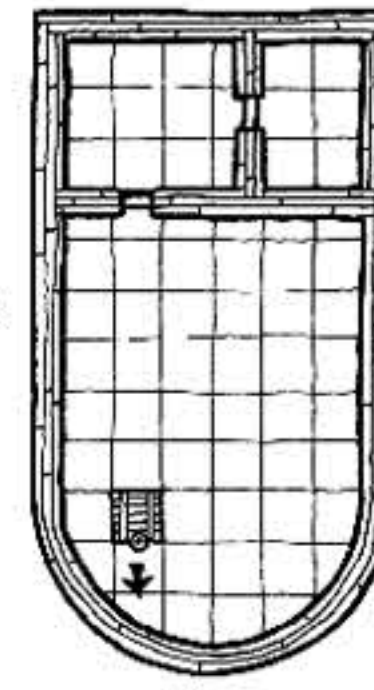
SECOND FLOOR



THIRD FLOOR



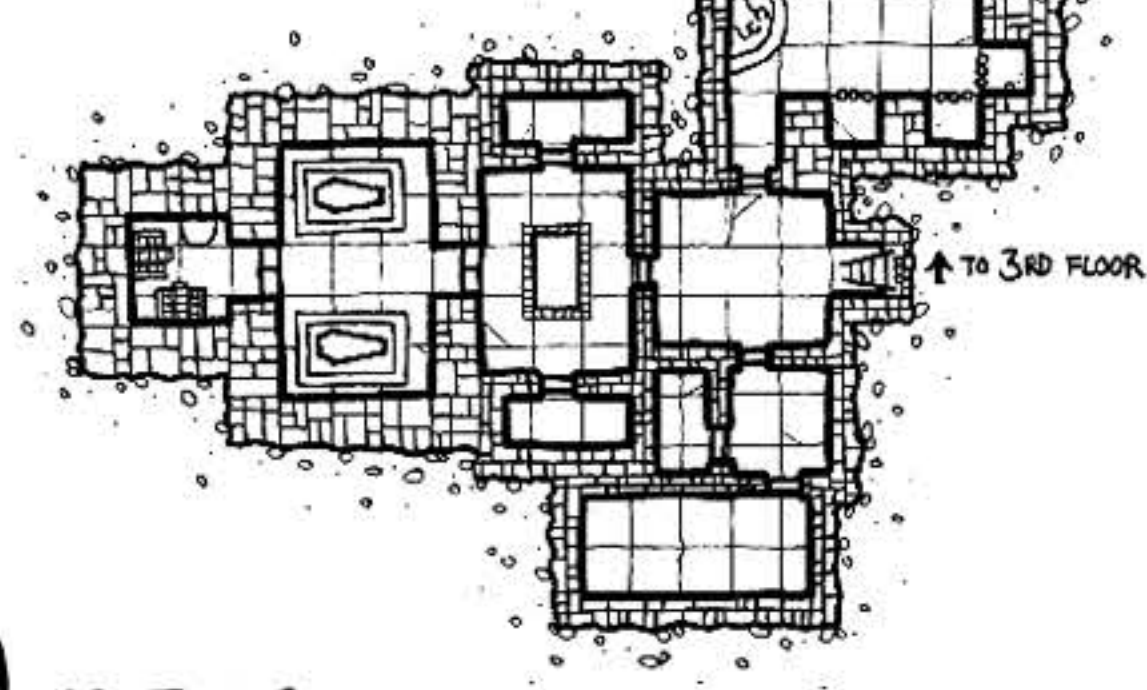
ATTIC



CELLAR



LAIR



THE CRIMSON CHATEAU

DM Notes

-The concept of this map is that this is the home of one or two vampires who conceal their undead nature from the locals nearby. They have several thralls who, disguised as simple servants, act as their guards and agents, possibly even bringing them victims to feed upon.

-The players could be brought here to attend a party, investigate disappearances, or simply take an axe to the door and raid the place.

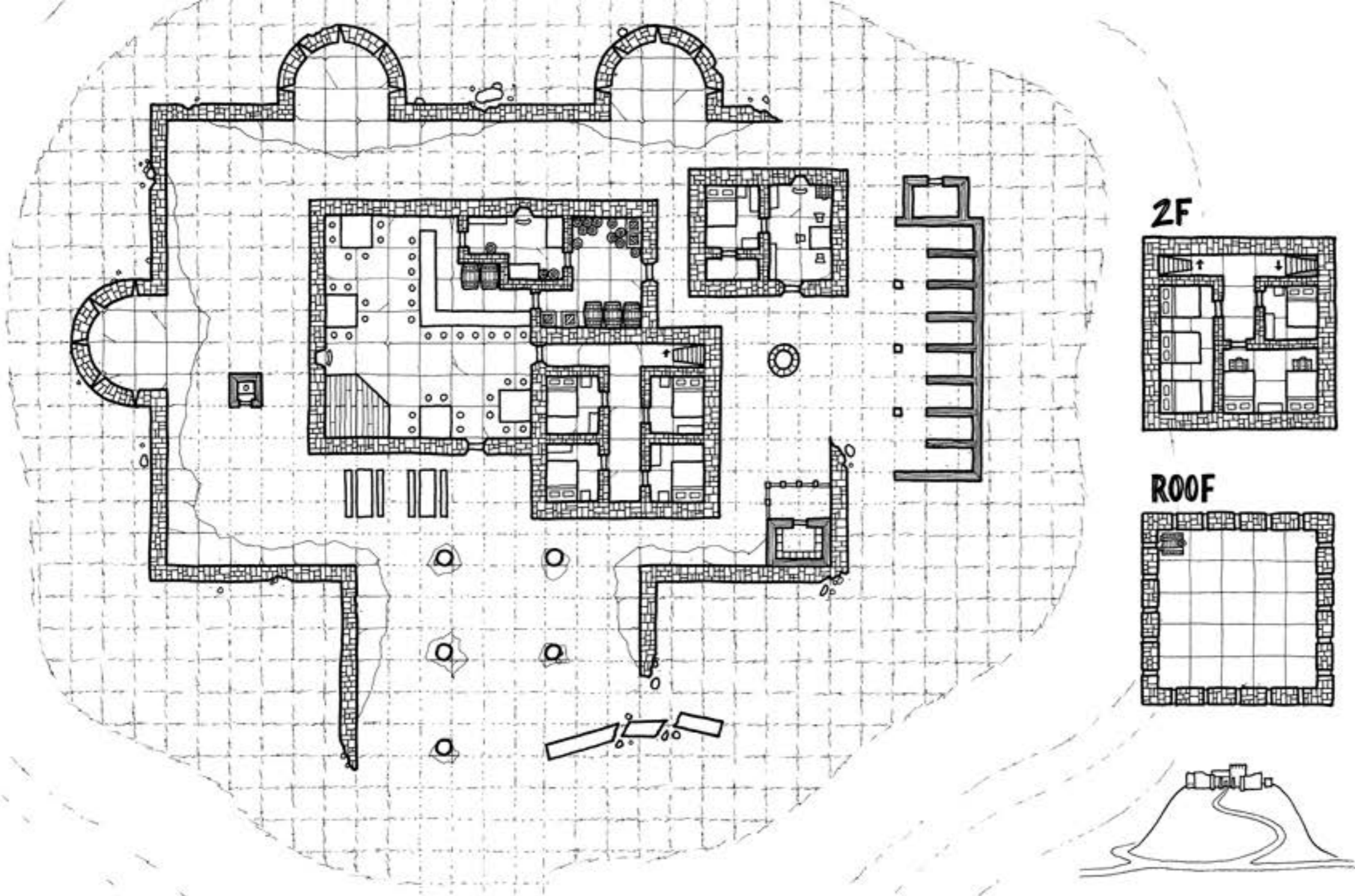
-The tunnel leading to the lair has a ladder on the side for the thralls' use, but the vampires would simply fly up or down.

-The attic may contain loot, clues, an encounter or nothing, at the DM's discretion.

-Note that many of the rooms in this house serve no purpose other than to make the residents appear human to visitors. If the PCs arrive unaware that their hosts are vampires, they may notice clues such as a layer of dust on the seat at the head of the dining table or an empty dresser in the master bedroom. Keep in mind that the kitchen may be used by the thralls.

-The rooms at 27 - 29 are left undefined to allow the DM to insert something relevant to their campaign into the map or to just add their own touch to the place. DMs who don't care to do either could have 27 be a room where thralls prepare the victims for disposal, using tools stored in 28. 29 would house the beast or beasts to which the dismembered victims are then fed.

-The idea behind 30, 31 and 32 is this: 30 is a pool of water, not blood, although it is stained red with blood. When feeding, the vampires undress (as the process is extremely messy). Afterwards, they wash off the blood in the pool and then dress themselves again. It can, of course, just be a pool of blood, if you prefer.



THE OLD RAMPART INN

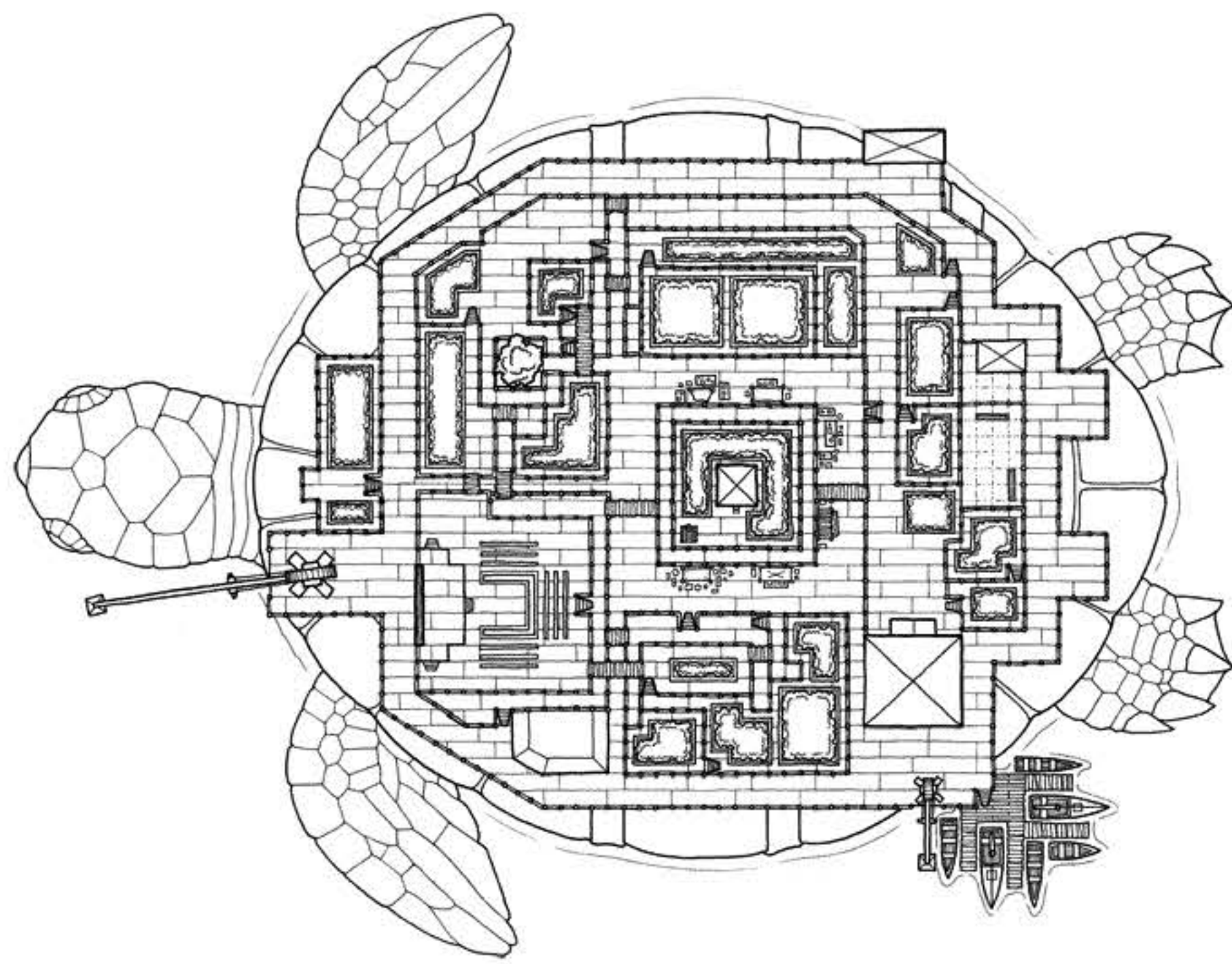
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DM Notes

-This inn was built amidst the ruins of an old fort. The partially-intact walls, along with the hilltop location and the inn's tower with its crenelated roof, make this a fairly defensible place, or at least considerably more so than your typical Best Western.

- This would be especially well-suited for a particularly dangerous area where one might not expect to find an inn, such as an orc- or bandit-infested region.
- While this map wasn't designed with any particular type of adventure in mind, PCs staying at the inn could have an encounter with the undead former residents of the old keep.
- This wouldn't be a terrible base of operations for a group with a DM who doesn't want to spoil them with fancier accommodations.



THE TOWN OF
TORTUGA
 UPON THE GREAT ZARATAN
MONHATNUS
 PATREON.COM/MILBYSMAPS
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Suggested Uses

- The main idea of this map was to create a setting that a DM could use as a home city for their group while still allowing them to travel far and wide.
- This means that their players can roam the world while still being able to come home to a familiar environment and develop long-term ties with NPCs (which can be difficult when your group is itinerant).
- Alternatively, this could be a pirate base or some other organization's home. It could also just be used for an encounter at sea, where this map's tiered layout could be an interesting place for a battle.
- Keep in mind that the zaratan could travel over land.

Notable Features

- This map can be used in any way you like, but these were the ideas I had in mind when designing it. Feel free to ignore any or all of it.
- While Tortuga's original residents probably built their homes directly on the back of the zaratan's shell, the deck had to be constructed to allow for upward growth.
- Tortuga is built entirely of wood. For this reason, most fires are forbidden. The community fire pit on the 3rd level is where the people come to cook. The inn and the smokehouse have special permission to have their own fires.
- Non-flammable light sources are also preferred (Continual Flame, etc). These could be provided by the local wizard.
- Tortuga has a population of around 300.
- The gardens on many of the town's rooftops are used to grow food.

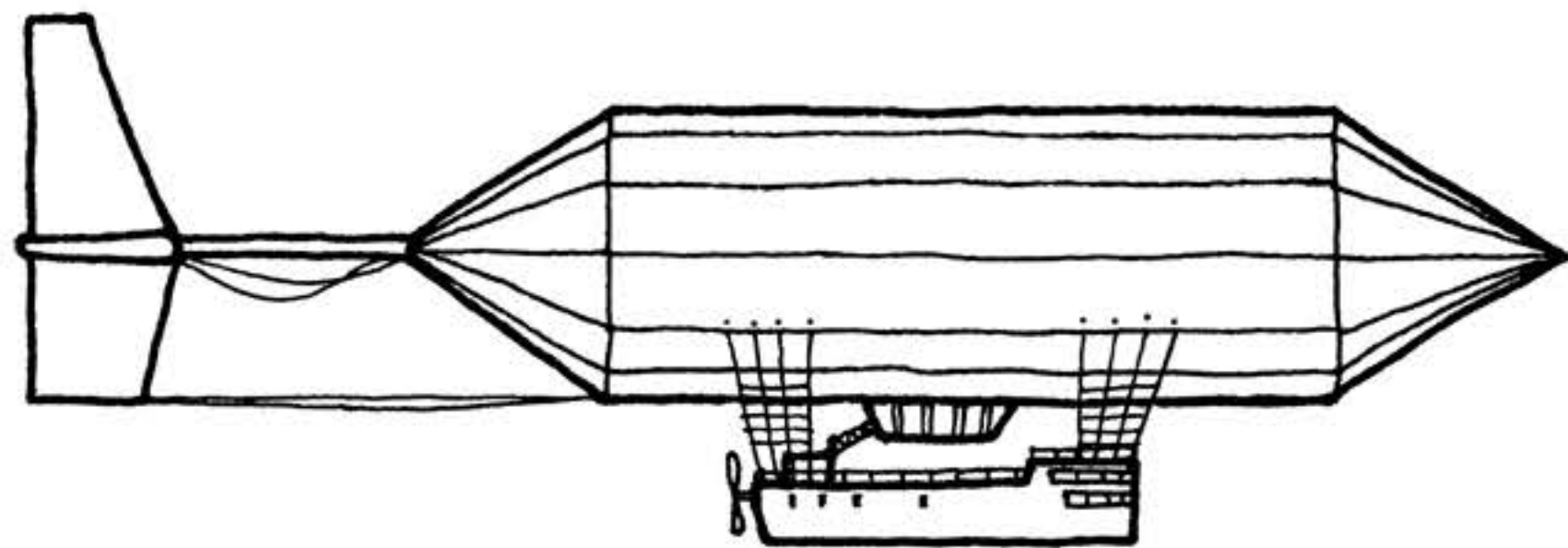
- The Guardians are the elected council that governs Tortuga. They consist of:
 - The Chieftain
 - The Deputy Chieftain
 - The Chief Engineer
 - The Quartermaster
 - The Head Custodian
 - The Captain of the Guard
- The Quartermaster keeps track of the treasury and stocks of important supplies.
- The Head Custodian takes care of all matters pertaining to the zaratan, including making sure it stays fed.
- At your discretion, the local wizard may also be on the council.
- The Guardians have somewhat above-average accommodations, but they do not live in luxury.
- Tortuga was not built with much defense in mind. An assault on their town would be likely to awaken the great beast upon which it is built. And a zaratan can casually destroy even the largest warships.
- The lone tree in the upper left was growing from the turtle's back before the deck was built. For some reason, the builders decided to leave it there and build the deck around it.

The People of Tortuga

- There are several questions to consider when using this map as a setting.
- First, who lives here? Are they peaceful wanderers or pirates? Humans? Sea elves? Aarakocra? Tortles (all the way down)?
- Second, what is the zaratan doing? These are a few possibilities:
 - It's asleep. It floats around.
 - It's awake. It's going somewhere, but no one knows where or why.
 - It's awake and sentient. The residents can communicate with it and know where it is going.
- Third, what is the town's relationship with the zaratan? Some possibilities:
 - They worship it as a god.
 - They respect it, but know it isn't a god.
 - They can commune with it and ask it to defend them or take them places.
 - They control it using powerful magic.

The Zaratan

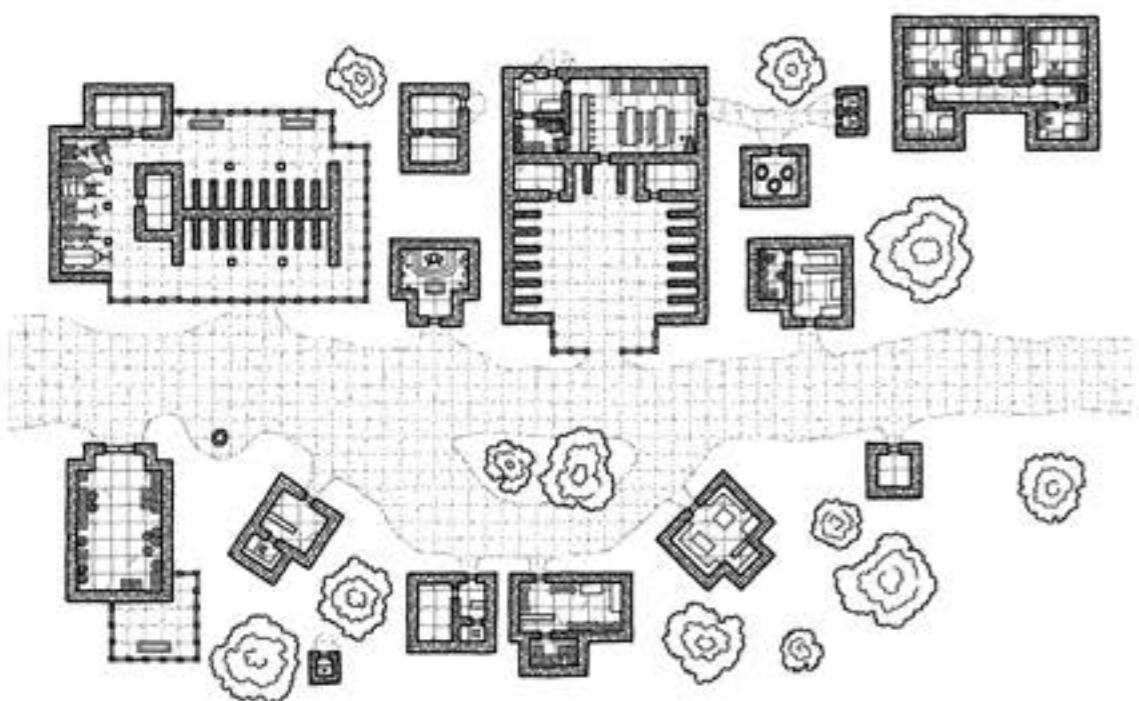
- A zaratan is a giant turtle. They sleep for years at a time, eating anything that floats into their mouth.
- If they get hungry, they wake up and dive to look for food. Those living on a zaratan must prevent this, which means making sure to keep the zaratan fed at all costs.



- This airship was mostly designed to be a good airship for a party to travel in. It's reasonably well-equipped, but nothing too extravagant.
- I strongly recommend against thinking too hard about physics with this. Or with any fantasy airship.
- This ship could probably be operated by as few as 2-3 people. A night crew would be required to keep it flying non-stop, however.

- If you wish, this ship could be armed with a ballista on the forecastle deck or the main deck. Or both.
- If this airship's engine requires fuel, consider using the room at the back of the hold as storage, or just as a giant fuel tank.
- Since many DMs create their own lore in regard to how airships operate in their world, several different engine types are available with this map:

- The mechanical engine could represent a device of gnomish design, a steam engine or just a regular old motor.
- The magical engine could be an elemental-trapped-in-a-jar type of power source or an it's-magic-and-it-works-stop-asking-questions kind of thing.
- The no-engine version is for those whose airships are driven by sails. The sails aren't pictured, but they wouldn't usually be an important part of the map anyway.
- The generic engine is a black lump for DMs whose airships are powered by, like, hamster wheels or anything else that's not covered by the other options.



BRAZENTHRONE

1 • SURFACE TRADING OUTPOST

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-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 Brazenthron'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 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.

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



-This ship was designed mainly as a ship suited to the seas of the underdark, but there are no features that would make it particularly unusual as a surface ship.

-Adaptations suited to the underdark include:

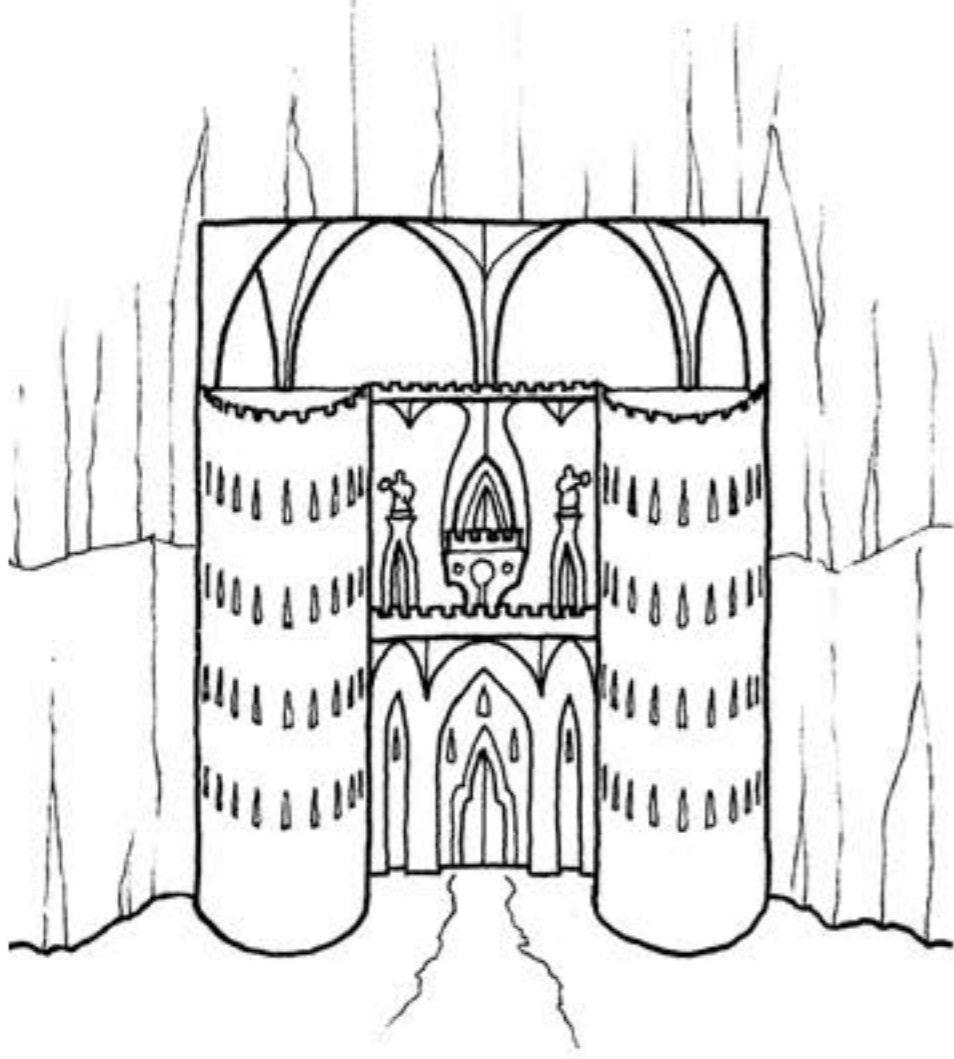
-No sails. This ship is powered entirely by rowers.

-Heavy armaments, including four ballistas, a ram, and quarters for a compliment of marines. The underdark is a dangerous place.

-A narrow hull that sits low in the water. This gives the ship a low profile, making it harder to spot.

-This ship could belong to a crew of any race, but orogs, drow and duergar seem particularly fitting. A grimlock crew could be interesting as well.

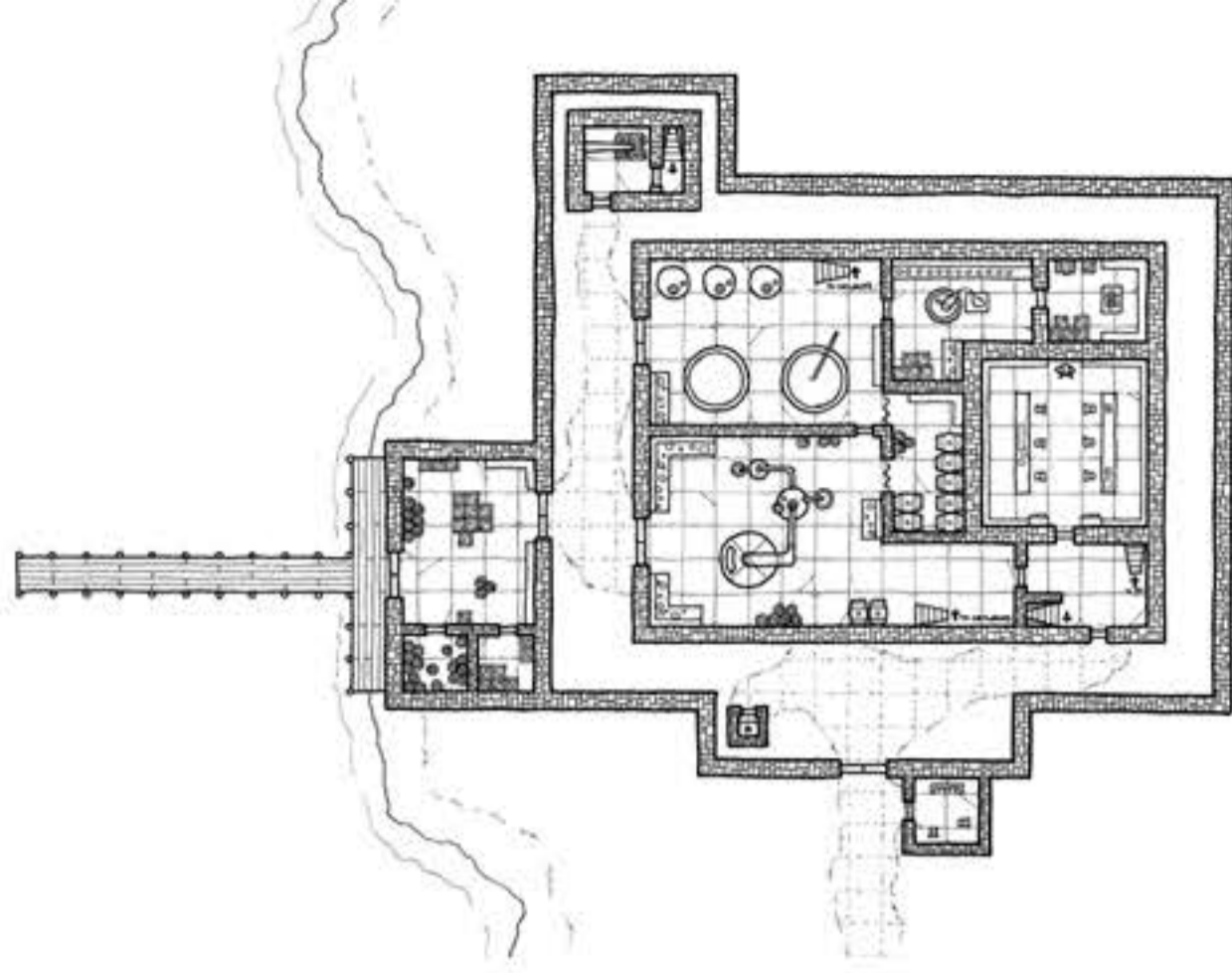
-Since trees are hard to come by in the underdark, the hull might be unusually weak compared to a similar surface vessel in order to conserve wood and lower construction costs.



THE GATES OF BRAZENTHRONE

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- These gates are Brazenthroné'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.



**THE ALCHEMISTS' GUILDHALL
AND MANUFACTORY**
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-What this facility makes is entirely up to you. Some possibilities are:

- Potions
- Explosives
- Enchanted Items
- Gunpowder (Maybe they're inventing it?)
- A Lich Phylactery
- Greek Fire
- An Immortality Elixer
- Crystal Meth
- Natural Male Enhancement
- That thing your players need to find to progress the story
- SCIENCE

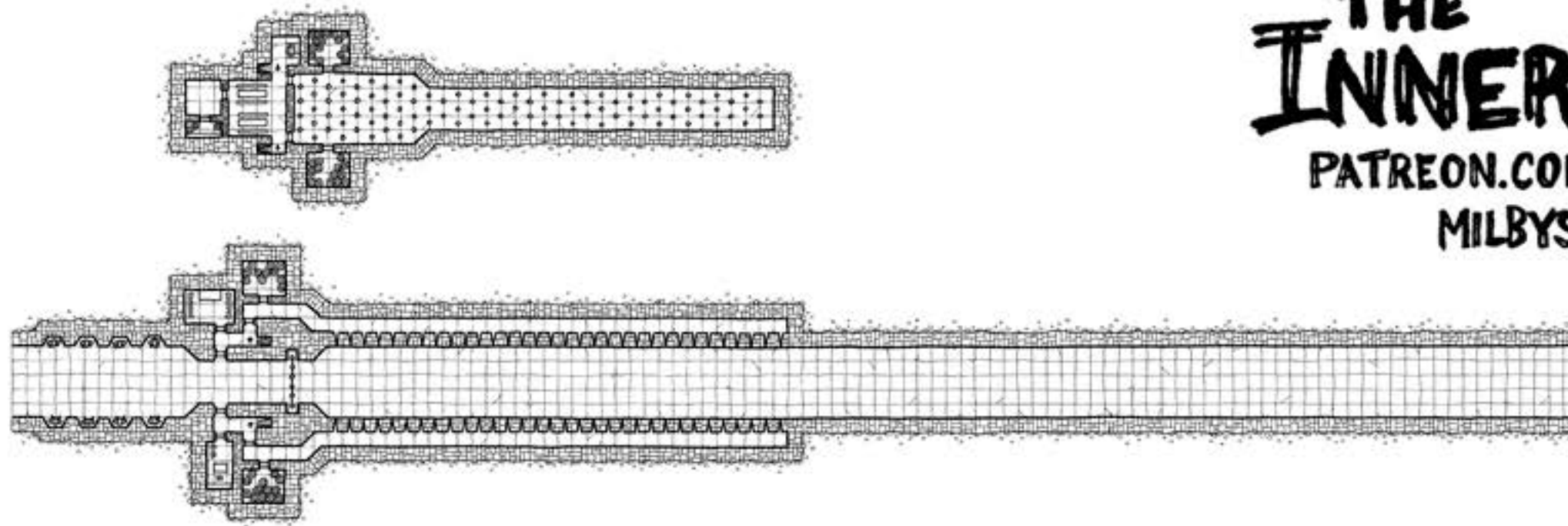
Or maybe they just turn lead into gold. A little old-fashioned, but it's a classic.

-The manufacturing part of this facility works however you want it to. That said, my plan when designing it was this:

- They receive shipments of chemicals, reagents and precursors in the warehouse.
- They distill those things into useful ingredients at 5.
- They store those ingredients in casks at 9.
- They mix them into potions (or whatever) at 6.
- They bottle them or make the finished product at 7 and store it at 8.
- The labs in the underground area may not be working on the same project as the main facility upstairs.
- A warehouse worker, guard or apprentice could tip off the PCs to hook them into an adventure here.

-The underground area is one story below ground. The Unstable Substances Vault is much farther down.

- The Unstable Substances in question could be explosive or they could be dangerous in a magical or even spiritual or psionic way. Or they could just be particularly poisonous.
- The disposal chute at 27 could lead to the sewers below. Exposure to alchemical waste byproducts may have had some interesting effects on the things living down there. You could pick a potion and give a creature its effects permanently.
- Some or all of the people working here would likely be mages, with the exception of the guards and warehouse workers.
- Only the apprentices live on-site. At night, PCs may find the place much easier to infiltrate.



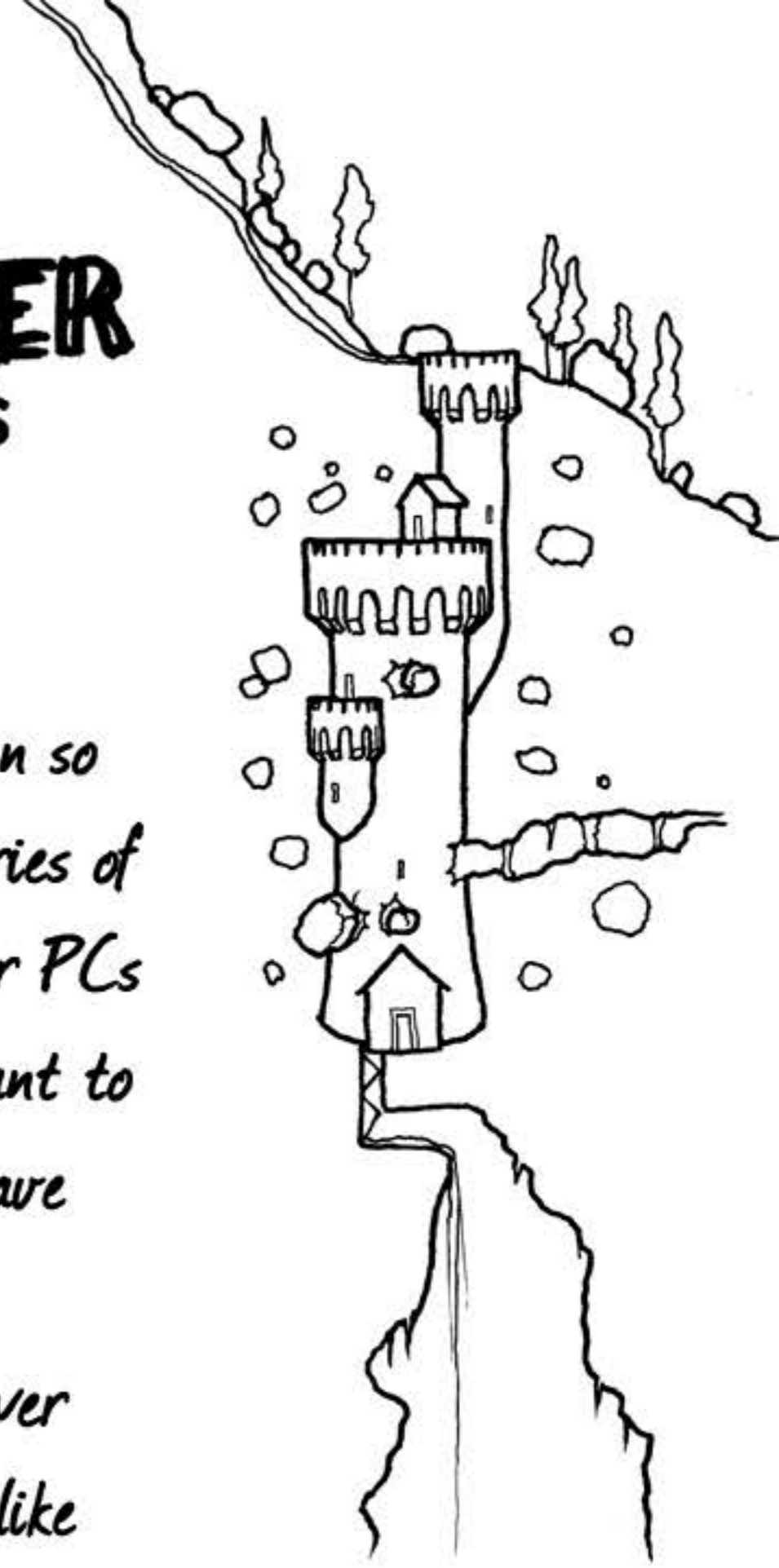
- This is the fallback point in the event that the main gates should be lost. With numerous embrasures (arrow slits) on both sides and a long stretch of murder holes above, this is meant to be a meat grinder for any attacking army.
- Unlike the main gates, the garrison here does not sleep in a barracks 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 BURIED TOWER

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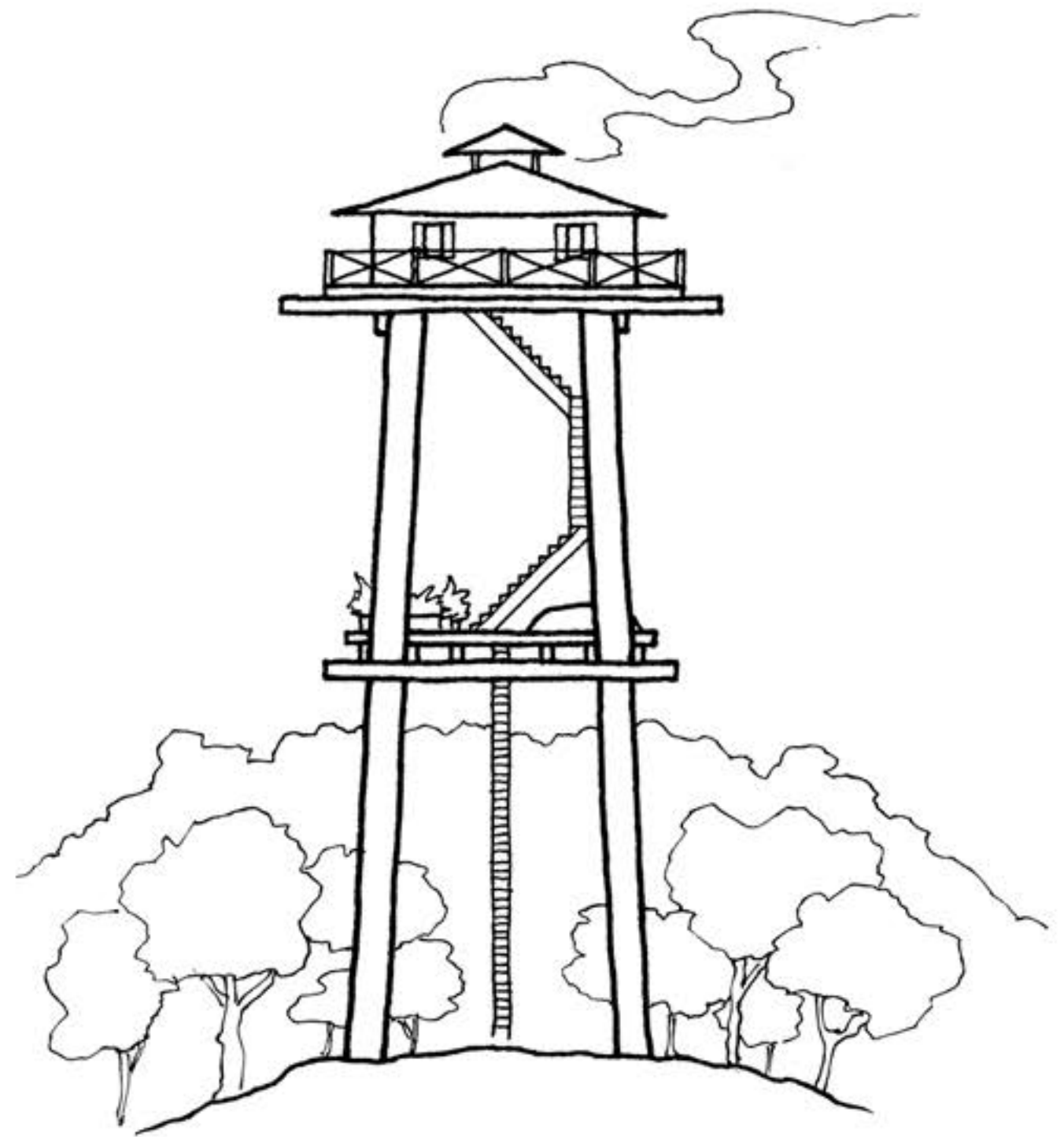


- The idea behind this map is that the tower was, at some point in the past, buried in an enormous landslide. It survived, badly damaged but largely intact. The landslide also diverted a nearby stream, which eventually came to flow into a hole in the tower's roof. The stream flowed all the way to the bottom-- at some point probably filling the tower with water-- before erosion, a sinkhole or other unspecified geological forces opened up a hole between the cellar and a large chasm below it.
- The tunnel in the side is a cavern or burrow whose inhabitants (creatures conveniently appropriate to your party's level) dug their way through the wall into the tower.
- This map was designed to be flexible. For that reason, the tunnel's far end was left ambiguously narrow so that DMs can decide whether PCs can squeeze through or not, depending on whether they'd like to attach more tunnels or keep it short.

- Likewise, the chasm was left open so that DMs can choose to add a series of caverns or some other dungeon for PCs to explore. If the DM doesn't want to extend it, they can always just have the chasm end in water.
- The former residents of this tower could have been anyone. If things like a laboratory, summoning chamber or other specialized rooms are needed to make the map appropriate to the story, I would suggest using the empty room at (2), the workshop at (5) or the obliterated bedroom on the third level.
- The chasm could also be an entrance to the Underdark, if the DM is looking to bring their PCs there.
- The vault in the cellar could contain the object of a quest here.

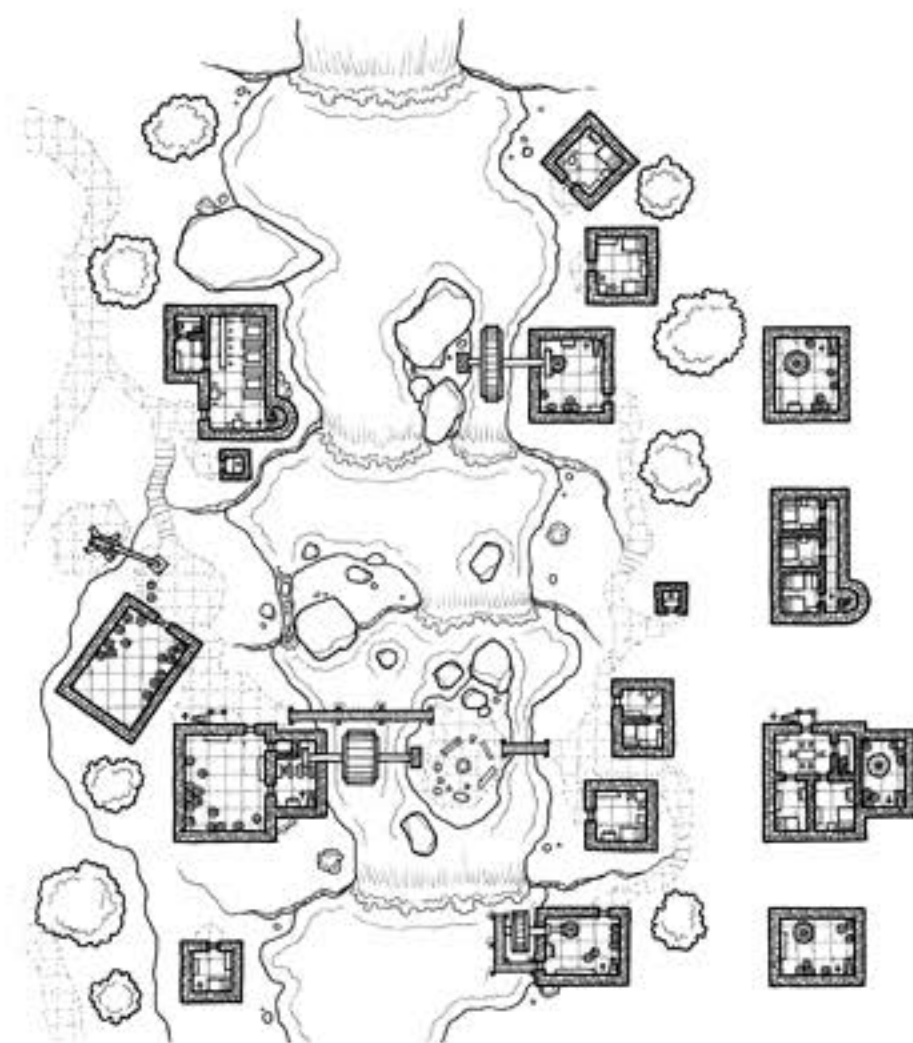
- This map was intended to be an alternative to the traditional "Ranger's Cabin in the Woods." It could just as easily serve as a lookout tower (manned by some particularly outdoorsy people).
- The trap door on the landing leads to a rope ladder to the ground (in case that's not clear).
- I'll leave it up to your imagination how the rangers get that boat up and down from the landing. But it goes without saying that it probably involves a lot of rope and is a giant pain in the ass.
- Consider having a fight on the landing. The fighter throwing people off the stairs, the barbarian beating someone to death with a canoe... that could be a real good time.
- The workshop could be used for any number of things, including fletchery, woodworking, leatherworking, tanning, herbalism or anything else you want the rangers to be able to do.

- Items in the storage room might include fishing rods, traps, tents, tools, nails, a tinderbox, a hatchet, rope and gardening equipment.



RANGER OUTPOST

- This map is meant to be a large millers' homestead, which might be found on the outskirts of a town or village.
- The mill owners live above the west mill and their workers live in several cottages scattered around the area.
- During the harvest season, the roadside inn might be full of farmers coming to have their crops milled.
- A few suggestions on how to use this map:
 - Having your players stay at the inn could be a way to draw them into an adventure here.
 - Maybe someone asks them for a favor (or hires them).
 - Maybe there's a problem with the mills.
 - Maybe there's something in the water.
 - Maybe there's a conflict with someone downriver.
 - Maybe the place gets attacked by greenskins. Or sahuagin. Or, hell, dragons.
 - The gathering place on the little island is a great location for a fight.



MILLERS' BLUFF

DM NOTES

USING THIS MAP

•Whether you use Brazenthron 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 Brazenthron 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 outfit 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 Brazenthron** 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

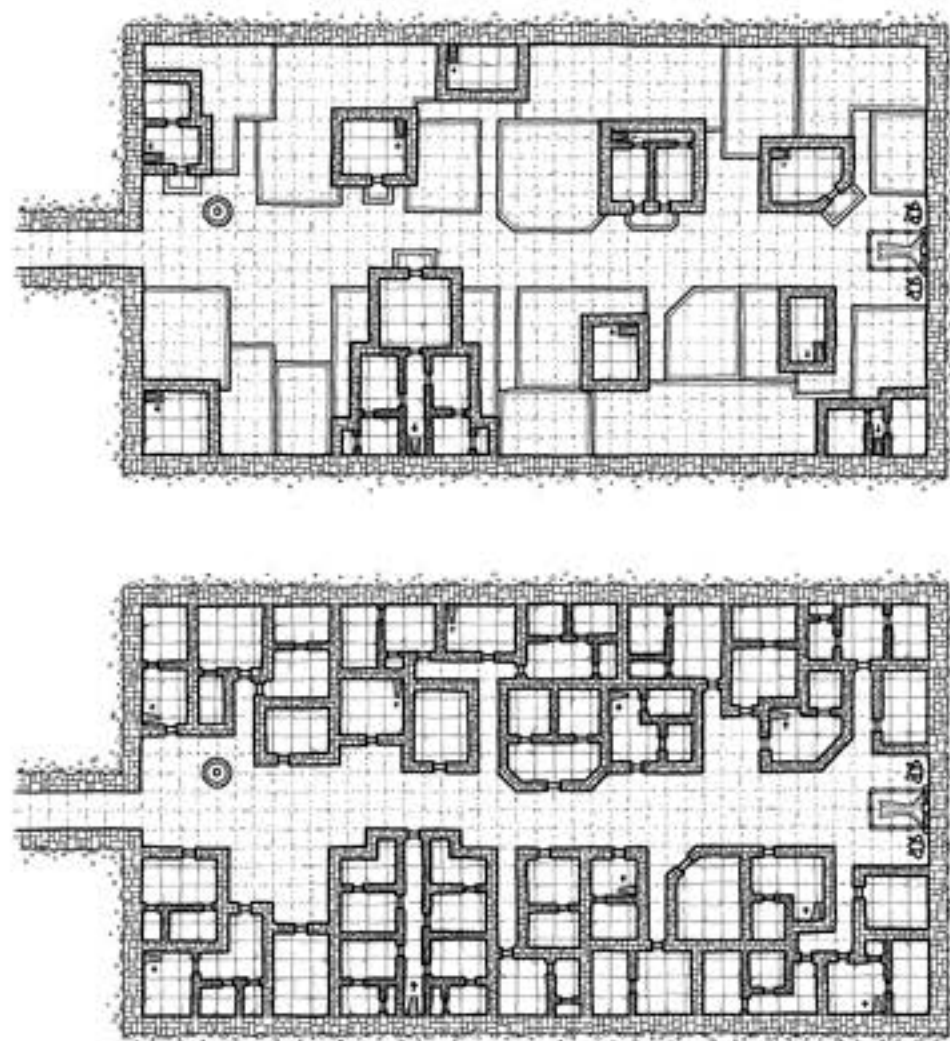
- 15)**The Veteran's Arms Tavern** is a soldier bar. Good place to get in a fight.
- 25)**The Spice Barrel** is one of the city's finest restaurants.
- 31)**The Diviner** is a wizard who can tell you things using magic. The proprietor is a gnome. Dwarves aren't wizards, I don't care what 5th edition 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 is a residential district of Brazenthron. 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 Brazenthron'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 its own weight.

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



THE HALL ^{OF} THE LONG BANNER

-This map was conceived as a recently abandoned haunted house, but could be used as the home of someone with a dark secret.

-The secret rooms on the first floor and in the cellar were intentionally drawn unfurnished to allow DMs more flexibility in the kind of story they can tell with this map.

-Some possibilities for the contents of the secret rooms may include:

-Demonic shrine

-Freaky torture dungeon

-Laboratory for unethical/non-peer-reviewed magic or science

-Sacrificial altar

-Kidnapped people

-Information

-Huge fat stacks of cash

-Ancient secrets

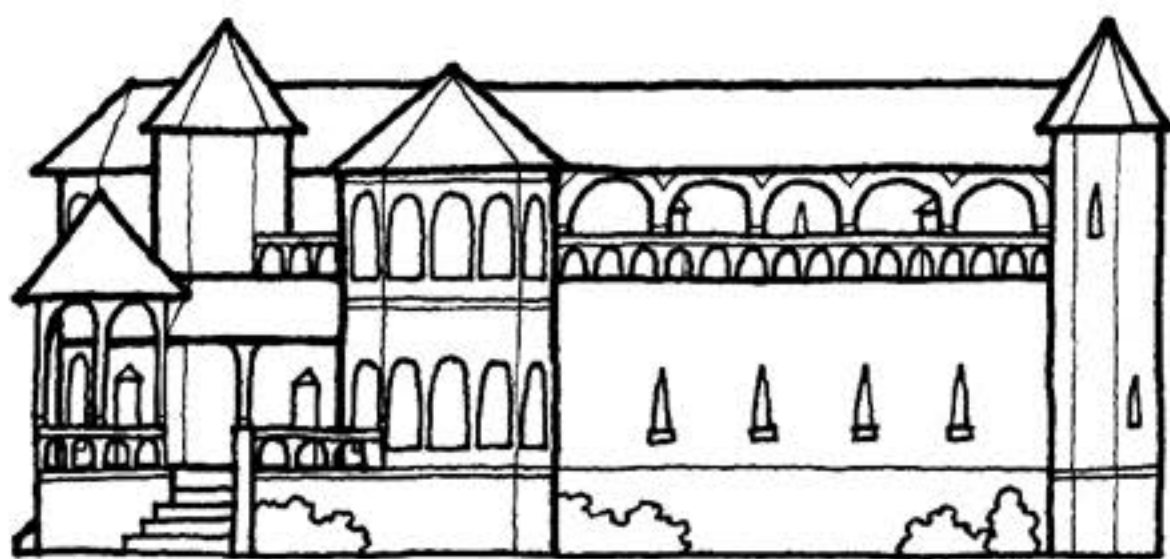
-Mountains of pornography

-The house's residents may not be aware that the secret chambers exist. In this case, the PCs might be hired to investigate strange occurrences at the manor.

-If the manor is abandoned, perhaps the secret chambers contain the cause.

-The unroofed atrium could be a way for the PCs to stealthily gain access to the manor.

-The conservatory might be a good place to insert that plant monster you've been meaning to use.



WHITEBARROW MANOR

-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.

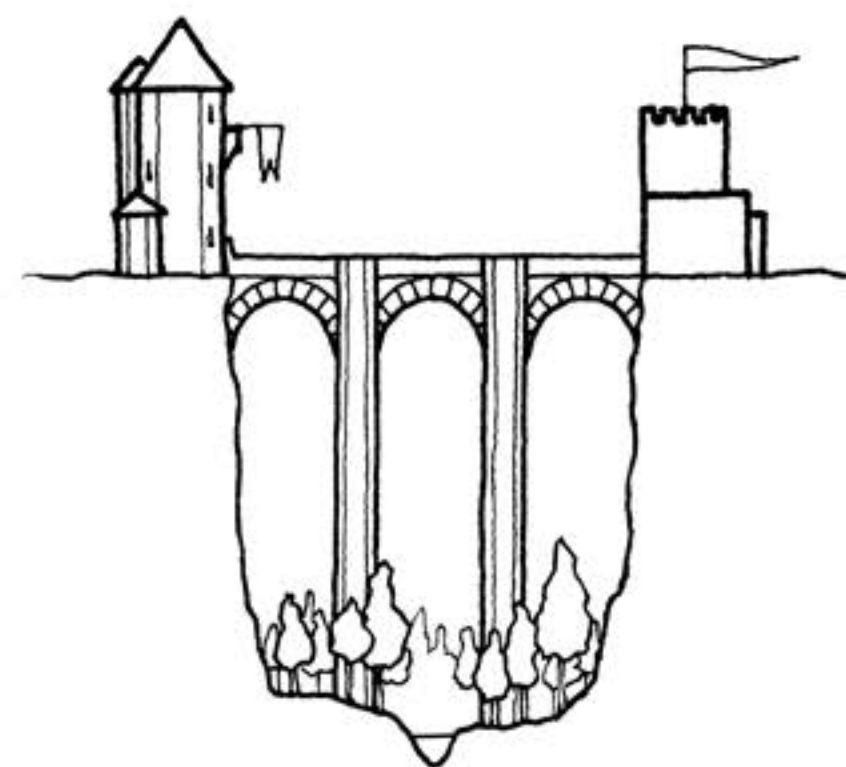
-Giving your PCs access to this wealth is a good idea and you should consider it. Making your players the richest people in the world is a great way to bring balance and stability to a campaign. Be sure and let me know how it goes.

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

BRAZENTHRONE THE HIGH KING'S PALACE

- This map was designed as a guarded bridge on the border between two countries. Each side has their own gated tower with doors to close off access on their own side, as well as a portcullis to close off access to the other side in the event of a war or diplomatic breakdown.
- This could also simply be a toll bridge or a guarded bridge over a fortress' moat.
- Here are some scenarios where this could be used:
 - Players have to negotiate, sneak or fight their way across the bridge.
 - Players have to defend the bridge against attack (Everyone loves a battle where you can throw the enemies off a cliff).
 - The players have to wrest control of the bridge from bandits who have taken it over and are charging extortionate tolls to travelers (or kidnapping/enslaving/murdering them).
 - The players could be forced to choose between crossing the bridge (which requires a fight or paying a toll) or climbing down into the canyon (which is full of unpleasant things).

-When designing a scenario here, keep levitation/flight spells in mind if your players have access to them. Nothing kills game night faster than the wizard flying everyone past your whole adventure.



THE BORDER BRIDGE

THE DISCOVERY AT THE THORN HILLS IRON MINE

•This map has the general framework of an adventure designed into it, leaving the details to the DM. Keep in mind that versions with and without the bodies are available.

•The basic idea is this: Miners were mining (as they've been known to do) and broke open a hole into a cavern. Inside, they found... well, this is the part where you come in. Here are a few possibilities:

- A monster (who killed the miners)
- Drow or duergar (who also killed the miners)
- Someone or something that had been imprisoned (and may have killed the miners)
- An entrance into the underdark
- A crypt
- An ancient artifact
- A lost temple to a forgotten god
- Something powerful or valuable

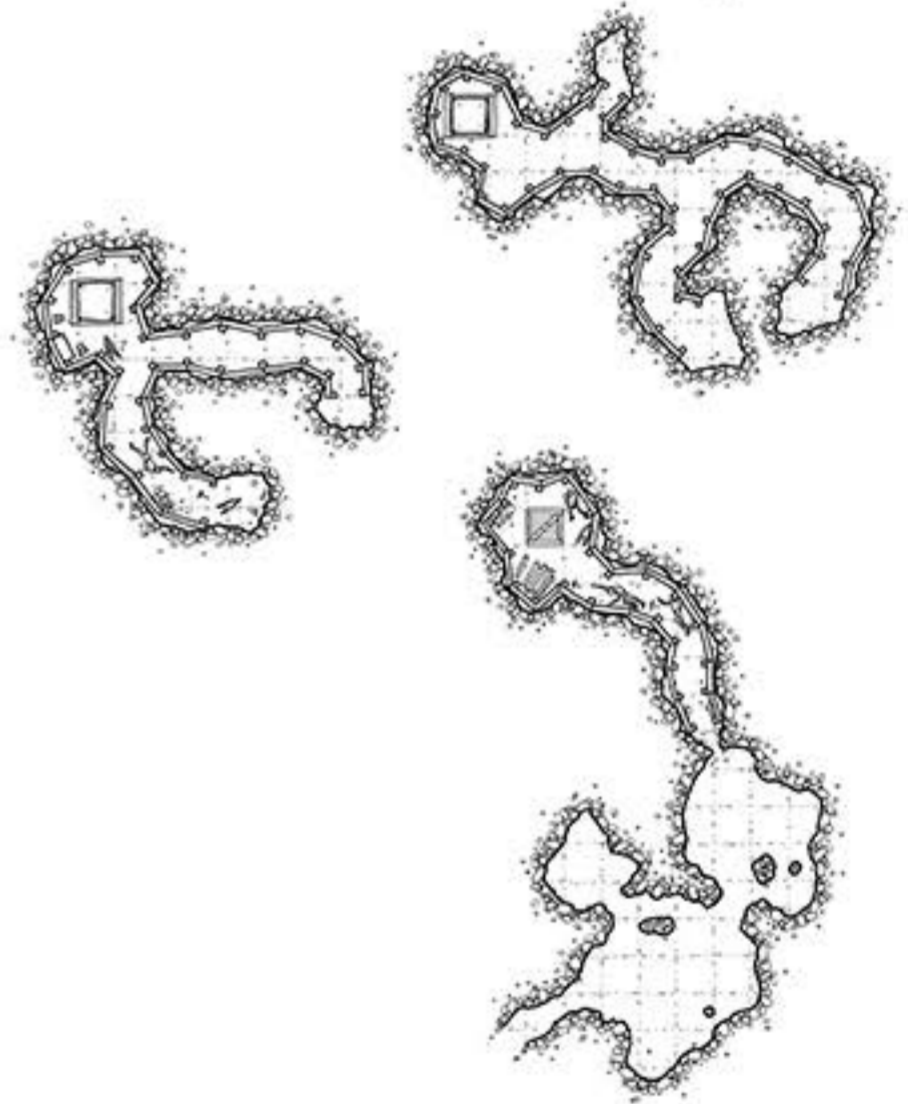
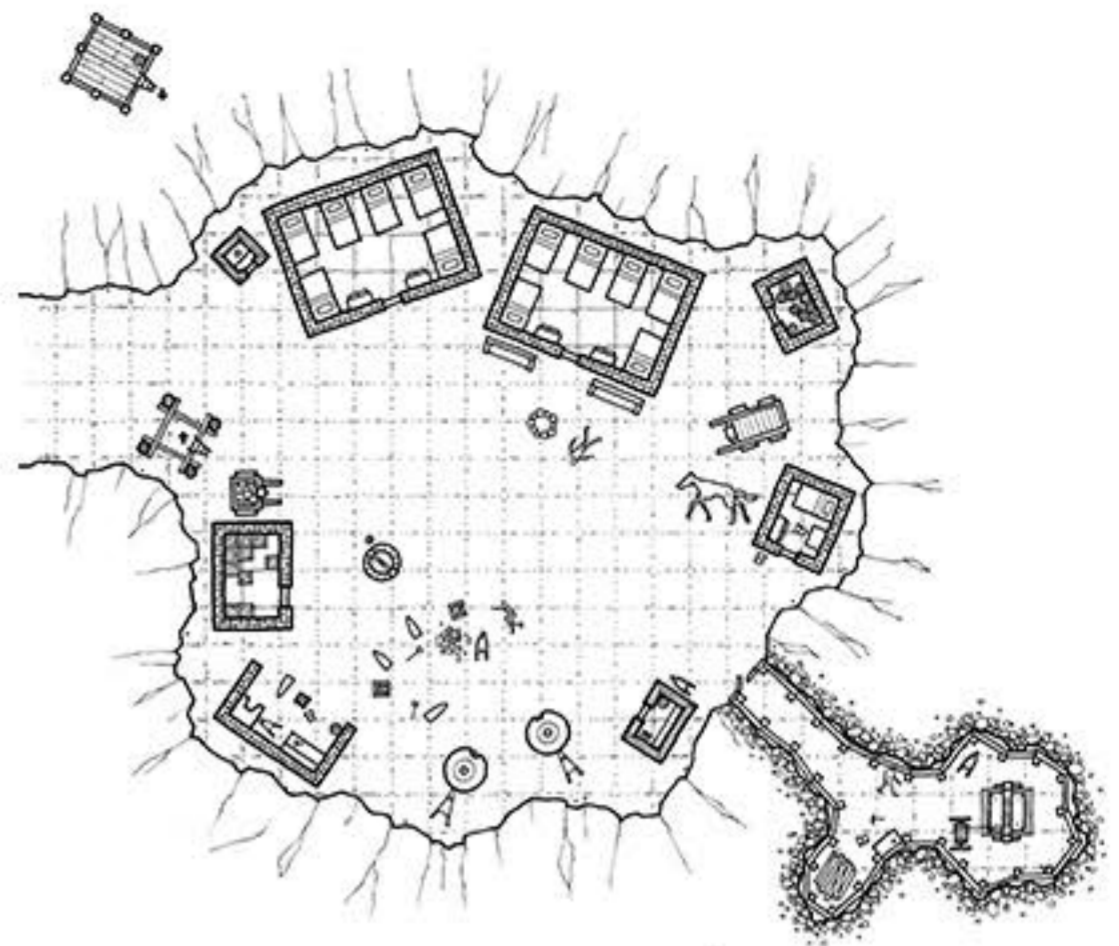
•The players could be hooked into an adventure here by someone asking them to check on the miners, either because they know of the deaths or because they missed a shipment of ore.

•Alternatively, maybe the miners themselves (if alive) hire the PCs to check out the caves they broke into.

•The tunnel at the bottom of the caverns can be used to extend this map into another location, if desired.

•A few notes about the map:

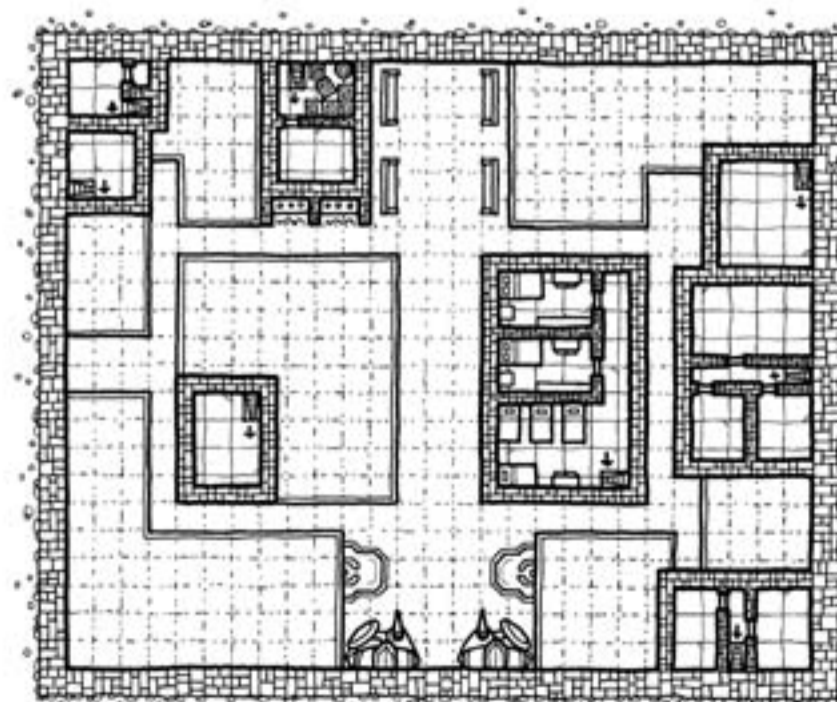
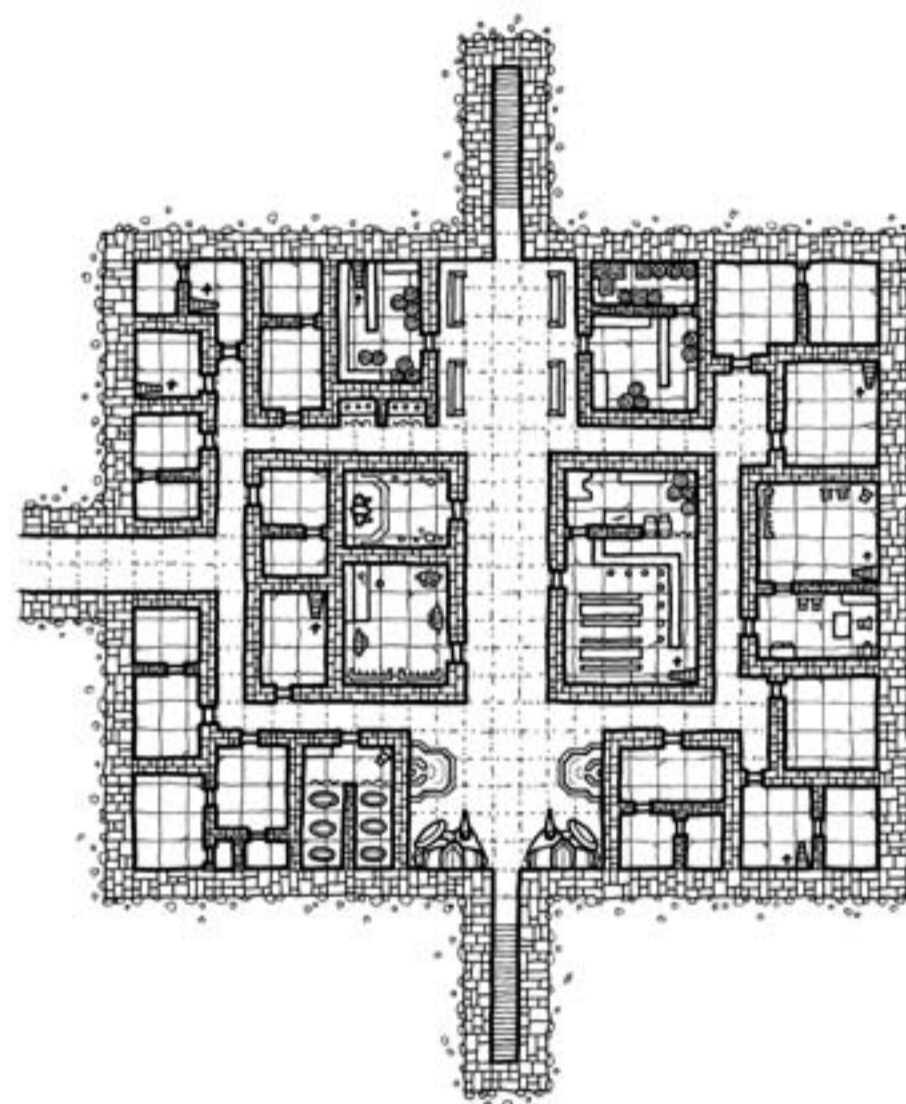
- The wooden walls along the sides of the mine are mining timbers, which help keep the roof up.
- The spalling anvils (at 8) are for breaking waste rock away from the mined ore.
- The smithy produces and repairs tools for the miners. The smith may also operate the smelters.



DELVERS' REST

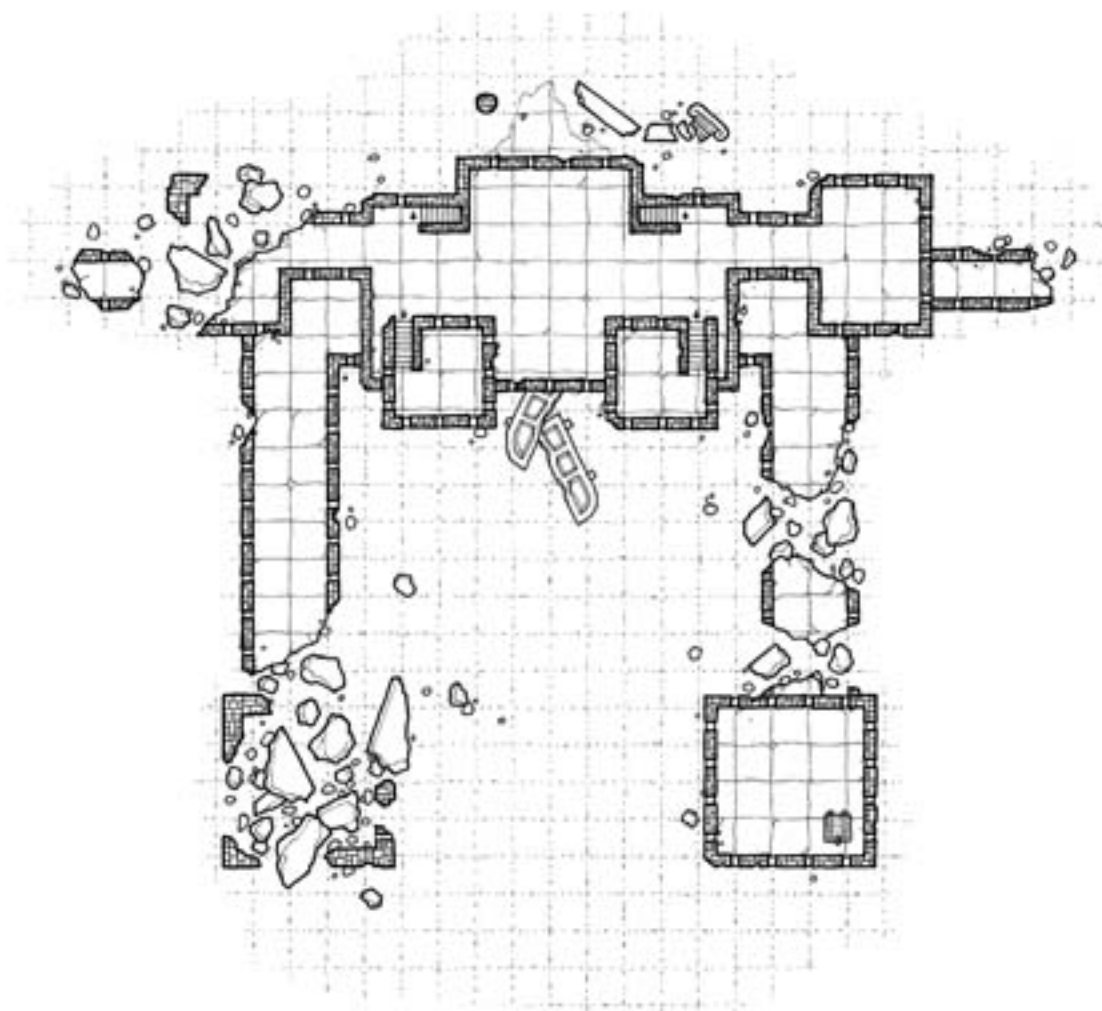
- Delvers' Rest is a waystation on the stairway from the Great Hall to the Underdark. It lies about a day's travel from both. It is adjacent to the city's prison, the "Pits of Justice."
- Delvers' Rest is widely regarded as the worst-smelling place in all of Brazen throne. Every person passing through has spent the last day or so traversing stairs and they all arrive bathed in sweat. It soaks into the floors, the walls, the bar stools. 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 Brazen throne. 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 SHATTERED GATES

- The Shattered Gates weren't designed with any specific use in mind, but rather as a unique and different setting for any sort of story to take place. In other words, it's an alternative to the castles, forts, camps, caves and towers that adventurers are sent to so often. While those are all (rightfully) staples of fantasy roleplaying, it's good to mix it up now and again. Fill this place with goblins, bandits or whoever needs their ass kicked this week.
- If you're planning for the gates to be inhabited, there is an alternate version of this map with makeshift bridges connecting the right-side wall to the tower.
- This map isn't based on a European design. Intended to look ancient, it was inspired by Babylon's Ishtar Gate.
- The land drops off to either side of the walls, as shown in the sideview. A strip of land slopes up toward the gate. The drop-off around the walls is meant to be steep but climbable. However, if you wish to force PCs to pass through the gates, you could have a deep chasm to either side instead.
- An alternate use of this map could be as a gatehouse during a siege.
- Having players stumble across this in the middle of the desert could be interesting. Perhaps a resident undead might offer the PCs a deal in exchange for revealing the location of the ancient city's water source (or treasury).

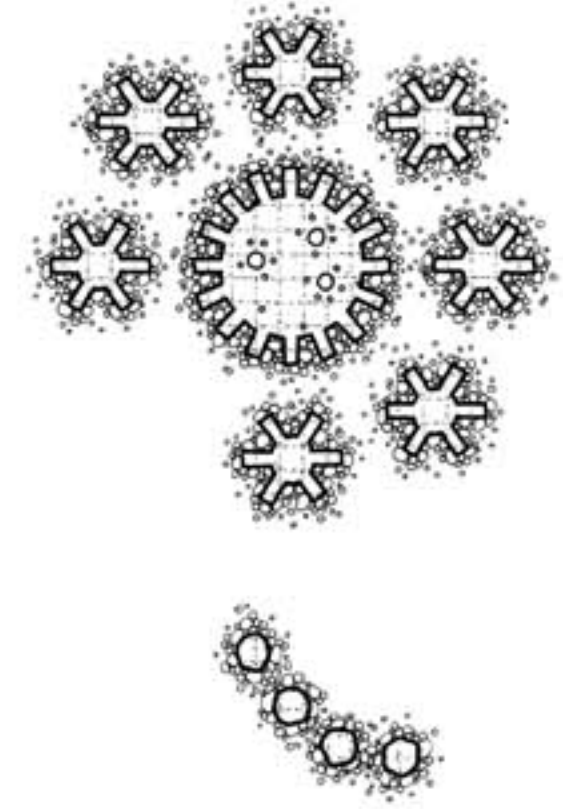
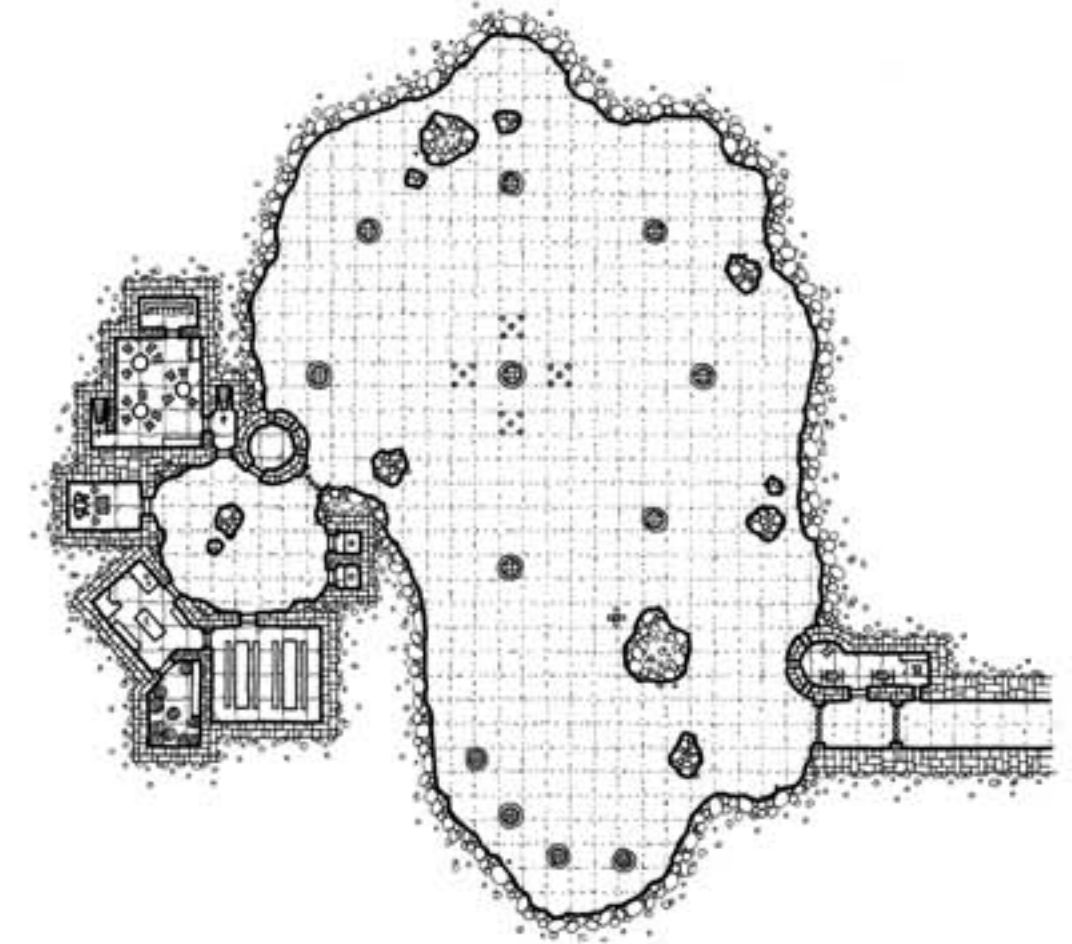


THE PITS OF JUSTICE

BRAZENTHRONE'S PRISON

- The Pits of Justice are where the city of Brazenthroone sends its worst criminals. Well, that's not entirely true-- the worst criminals are executed. We'll call these the second-worst.
- Brazenthroone'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.

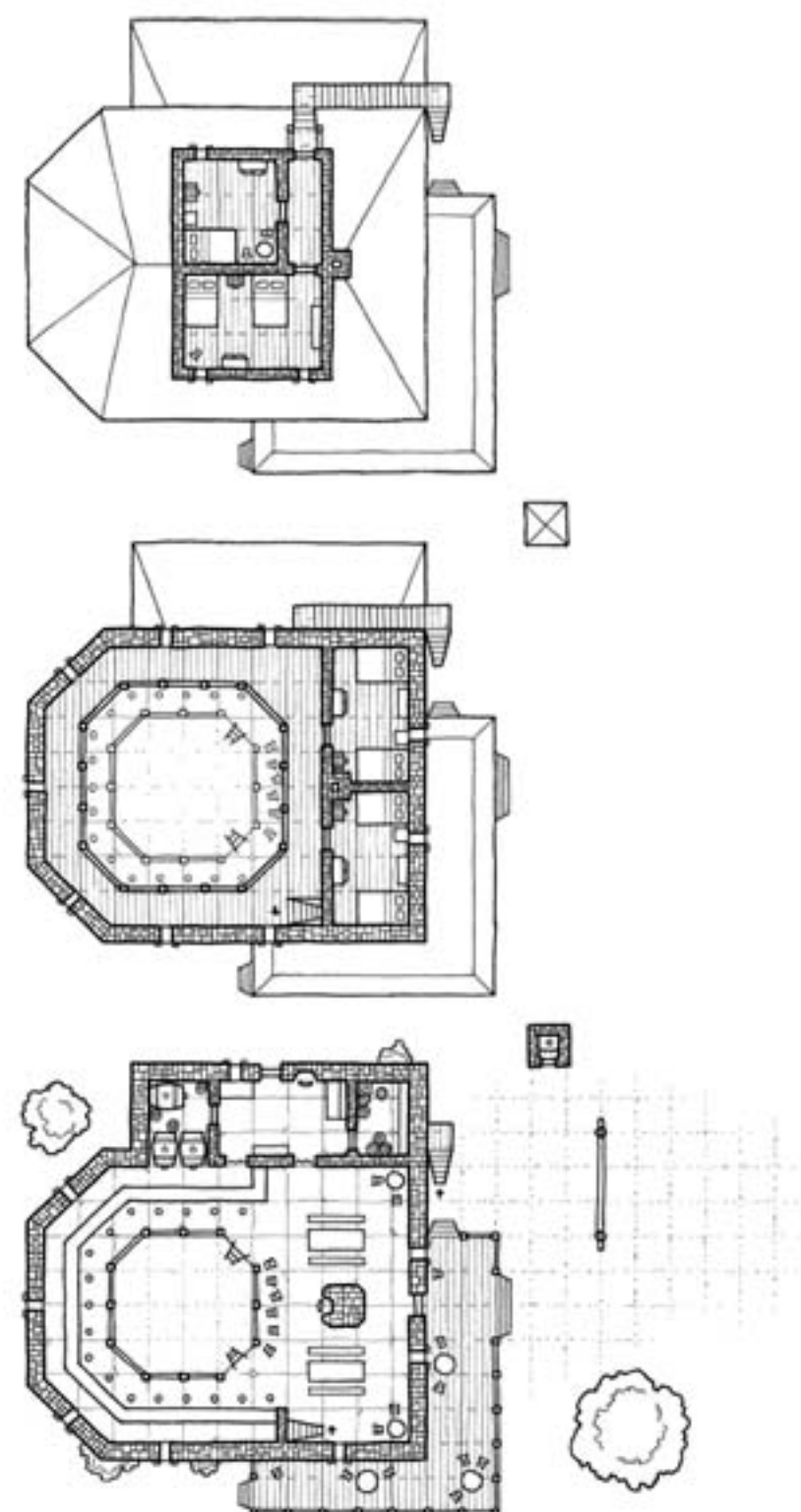
- Climbing the ladder when not ordered to, or not climbing the ladder when ordered to, is cause for summary execution. The guards make this very clear: if they have to come down for you, they are only bringing up a corpse.
- Guards at the pits work in rotating shifts: a month on, a month off. None of 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.



OLD MADELEINE'S COUNTRY INN & FIGHTING PIT

- Madeleine's is a small, cozy roadside inn with a fighting pit, run by a surprisingly lovely little old lady.
- Some of the pit fights here are between amateur gladiators from the nearby area. Some are between guests at the inn, who may drunkenly challenge one another.
- Madeleine is a very sweet, generally kind-hearted old woman in her 80s. While she isn't a huge fan of pit fights herself, she hosts them at her inn because many of her guests enjoy them. And besides, it keeps the fights in one place, where they're easier to clean up after.
- Here are some things Madeleine might say to the PCs in conversation:
 - "Well, being so close to barbarian lands, we had an awful lot of fights among the guests. So, one day, my late husband got the idea to make a show of it."
 - "I always say, 'There are three things everybody in the world likes: sitting by the fire, eating a nice, home-cooked meal, and watching people die.'"
 - "The rules? Well, let's see... no animals inside, no muddy boots on the beds-- Oh, you meant the pit? No, dearie, there are no rules in the pit."
 - "Oh, did he just disembowel him? Tsk, they make such a mess, those disembowelings. Such an awful mess."
- Of course, Madeleine can be replaced with a proprietor of your choosing, should you want a different atmosphere here.

- The use of this map is fairly straightforward: the players arrive to spend the night. They see the fighting pit, meet the proprietor (or not), and at some point, some drunken yahoo (or barbarian savage or slighted nobleman or whoever) challenges one of them to a fight. The other players could engage in fights of their own or just have a few drinks and place bets on the winners. It's an opportunity for some role-playing, along with a little alcohol and violence. Good times.



UNDERDARK TRADING OUTPOST

•The Underdark trading outpost is not officially a part of the city of Brazen throne, 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, Brazen throne'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.

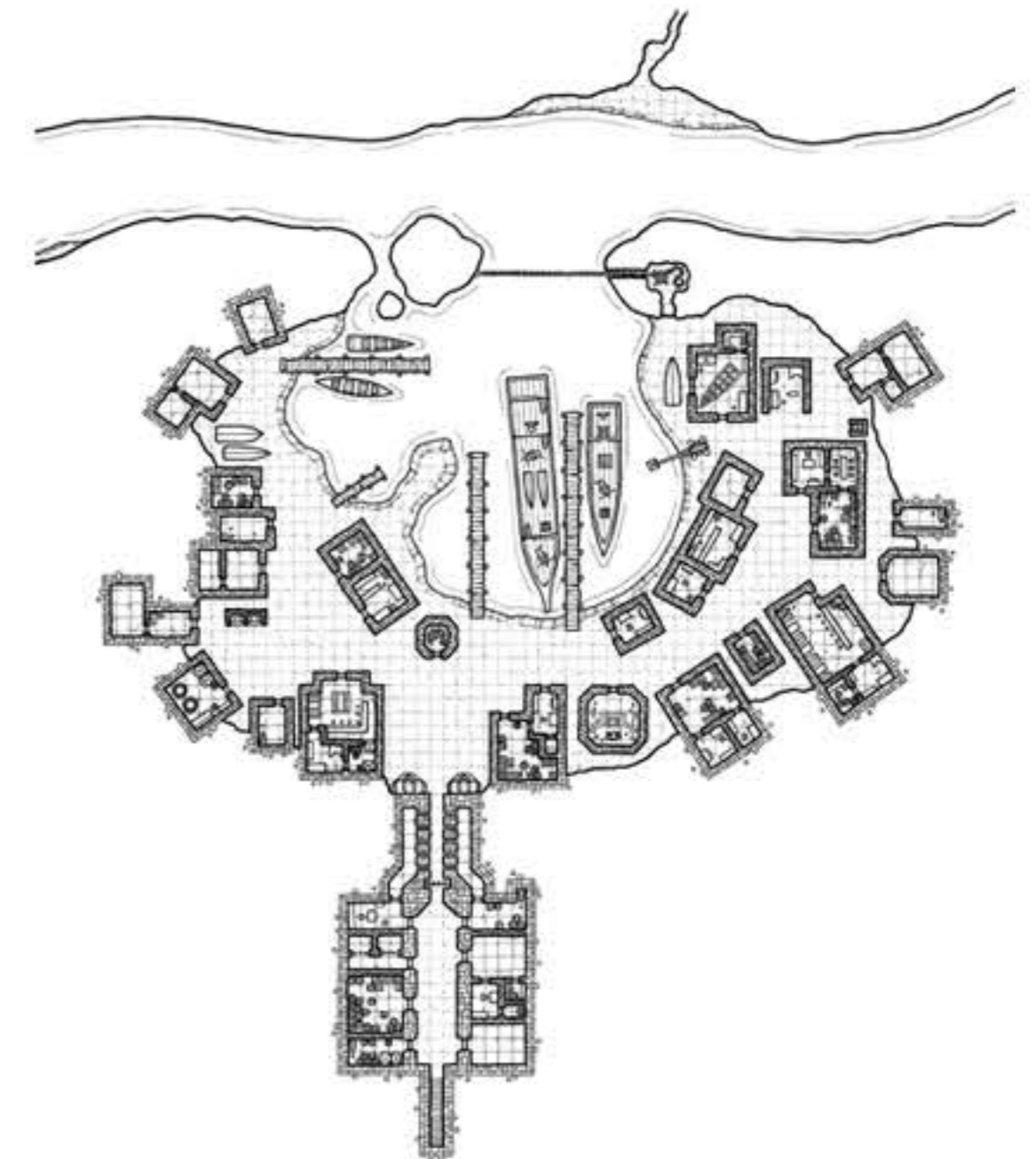
TRADE

- 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 Brazen throne 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. Orog, 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

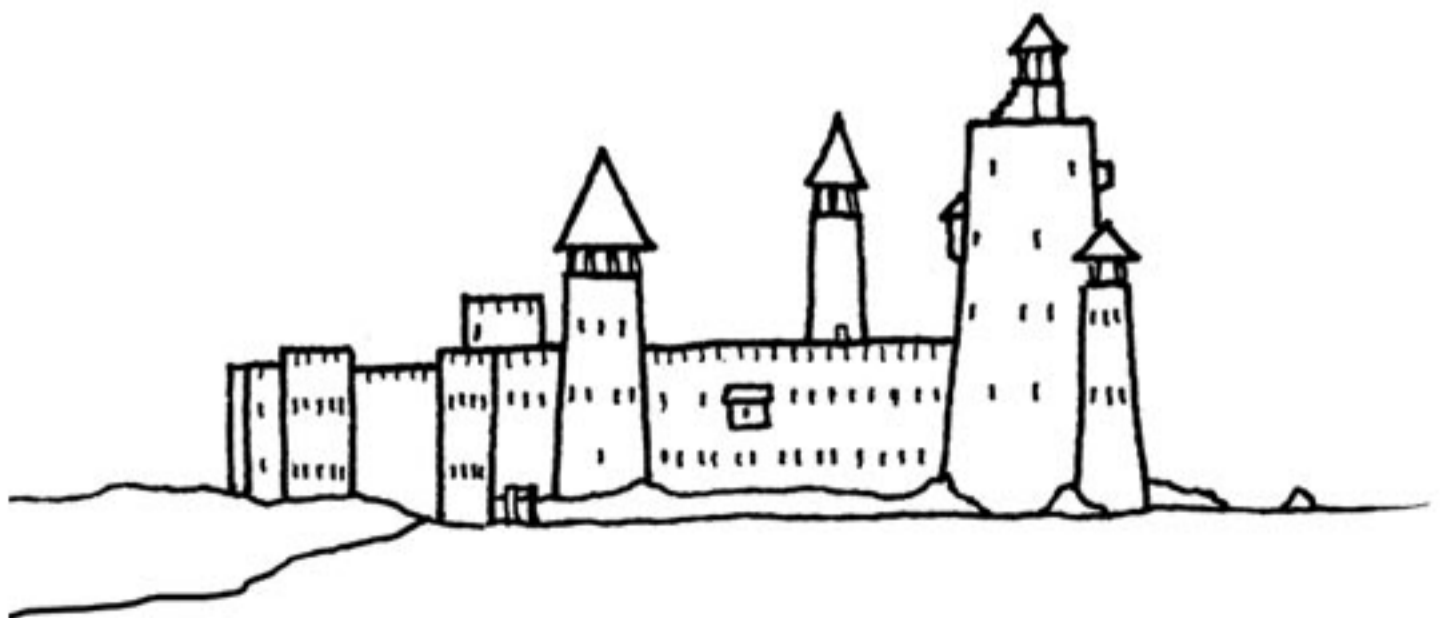
- About 30 people permanently reside at the outpost, aside from the garrison. Most are traders or merchants, but there are several other businesses here as well, including a brewery and a barber.
- Quite a few of the locals here can swim, a rare skill among dwarves.
- The brewery was founded as a result 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."



TORCHGUARD

- Torchguard is a fortress on a rocky outcropping jutting into the center of a harbor. Designed more for defense against attacks by sea than by land, it features a number of towers equipped with ballistas to protect the surrounding area.
- Torchguard's keep, known as "the Torch," features a lighthouse at the top. The narrow strip of land it occupies makes this both an excellent defensive location as well as a potential hazard to ships.
- The ground level of the Torch is solid stone. This is meant to provide a stronger foundation for the tall tower as well as to protect it from ramming attacks.
- Torchguard's location on the edge of the coast makes an underground area a problem (as it would quickly become an indoor pool). Thus, the dungeon and food stores are located on the ground level.
- The docks on the sides of the fortress allow it to host its own fleet for additional defense. Enemy vessels attempting to land there would likely be deterred by Torchguard's daunting array of artillery.
- Broadly speaking, the ground level of the fortress contains living and working areas for the servants, the second level is dedicated to the guards and the keep is largely reserved for the lord and his or her family.

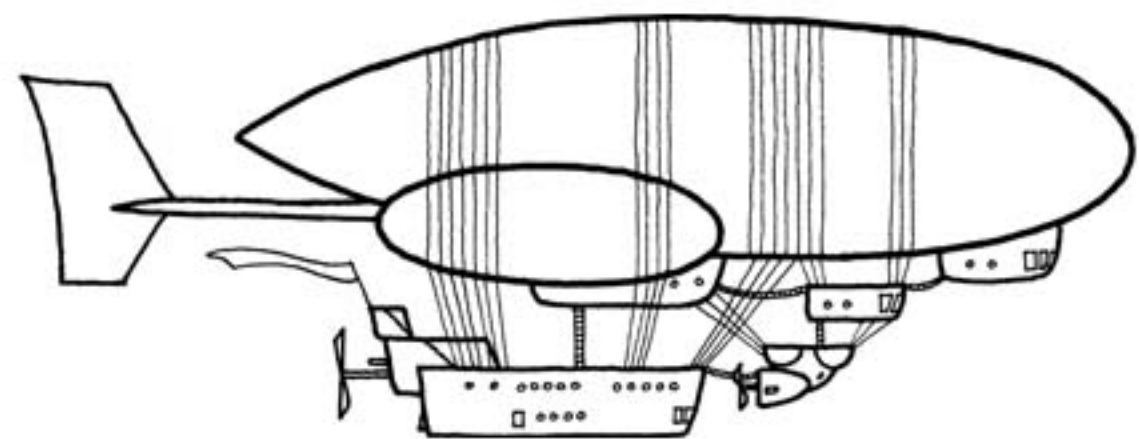


THE TEMPEST OF RECKONING

AN AIRSHIP OF THE LINE

- The Tempest of Reckoning is a large, airborne warship armed with 29 ballistas, a bomb bay and a complement of marines. It is held aloft by three semirigid gasbags and propelled by three engines: one large main engine in the rear and two auxiliary engines toward the front.
- The ship's multiple gondolas are positioned to balance the airship by spreading out the weight. The two smaller gasbags toward the rear of the ship are meant to compensate for the weight of the large main gondola.
- Since airships work differently in different settings, the specific nature of the engines is intentionally ambiguous. An alternate version without engines is also included for settings with sail-powered airships (the sails are not depicted in this version, although they wouldn't normally be a part of the map anyway).
- The ship is manned by around 50 officers and crew, broken down as follows: 1 captain, 1 doctor, 1 quartermaster, 4 officers, 4 midshipmen, 16 marines and 24 crew.
- The beds in the crew quarters and marines' quarters are double-bunks (one on top of the other).
- While the officers' cabins and crew quarters are attached directly to the gasbag's inner frame, the main gondola, pilot gondola and forward gondola hang from tethers. While there are more tethers than necessary to support the gondolas, losing a sufficient number would be disastrous. This kills the airship.

- The ship's ballistas are on swivel mounts to allow for a wide firing arc.
- The bombardment bay in the hold deck is equipped with a large number of explosive ordnance barrels. The rack in the center of the room allows barrels to be loaded up so that they can be released with the pull of a lever, on the bombardier's command.
- DMs wishing to give their players an airship may want to consider the Century Pelican (from December 2018) instead. If you do decide to give them the Tempest of Reckoning, carefully consider the implications of giving your players a bomber. Orc fortress? Death from above! Bandit camp? *Death from above!* Haunted manor? DEATH FROM ABOVE! But, you know, maybe the bombardment bay is actually fuel storage. Or just a room full of booze. There are options.



THE GREAT LIBRARY

- The Great Library is a large, prestigious library with facilities for research and teaching, a scriptorium for the copying of books, and living quarters for resident scholars and visiting academics.

It is strongly inspired by the historical Great Library of Alexandria.

- Alexandria's library was built largely for prestige. Their vast collection of books and documents was acquired not only by seeking them out for purchase, but also by requiring every person in the city to hand over any books they owned, then copying and returning them. They also required ships passing through to hand over any books they possessed.

- The library's enormous collection attracted quite a few famous philosophers, mathematicians and other scholars to the city.

- Its construction was ordered by the Pharaoh Ptolemy II. Fun fact: he had three kids. With his sister.

- The Library of Alexandria was part of a larger temple complex dedicated to the muses, the goddesses of science, art and literature. This is the reason behind the groups of three statues in various places around the building. In a Forgotten Realms campaign, these might represent Oghma, Deneir and Milil instead (deities of knowledge and the arts).

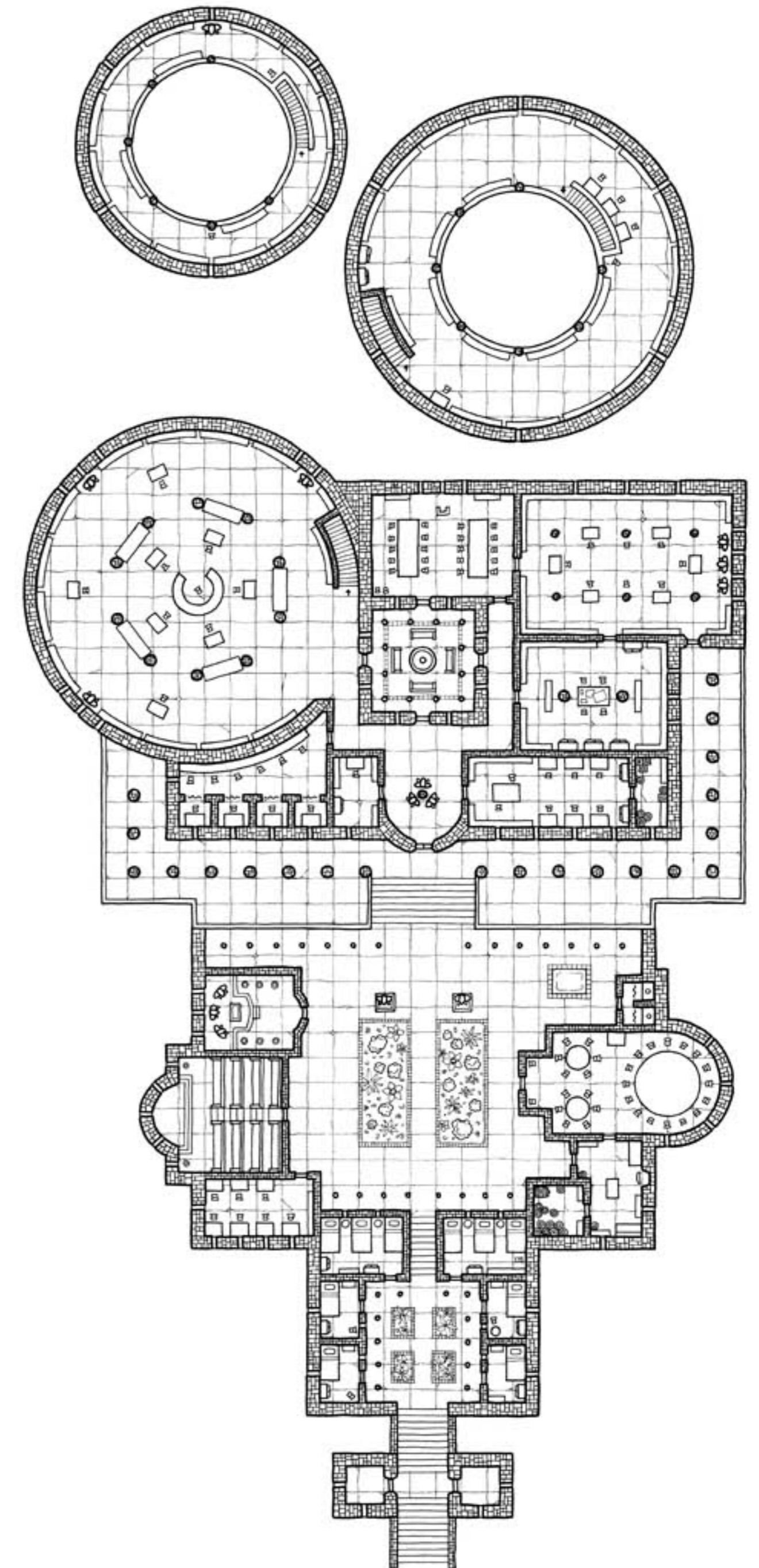
- Some possible uses for this map:

- Upon arrival in an unfamiliar city, the guards confiscate an important book from the party (e.g. the wizard's spellbook). After asking around town, they find out that the book has probably been taken to the library, where they must break in to retrieve it.

- A researcher at the library is there against his or her will. The party must rescue them in order to gain information about... you know, important stuff.

- The party has to break in to steal a book. Or maybe a map. Simple.

- Send the players to burn it down. Take that, books.



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 scappers. 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.

