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.

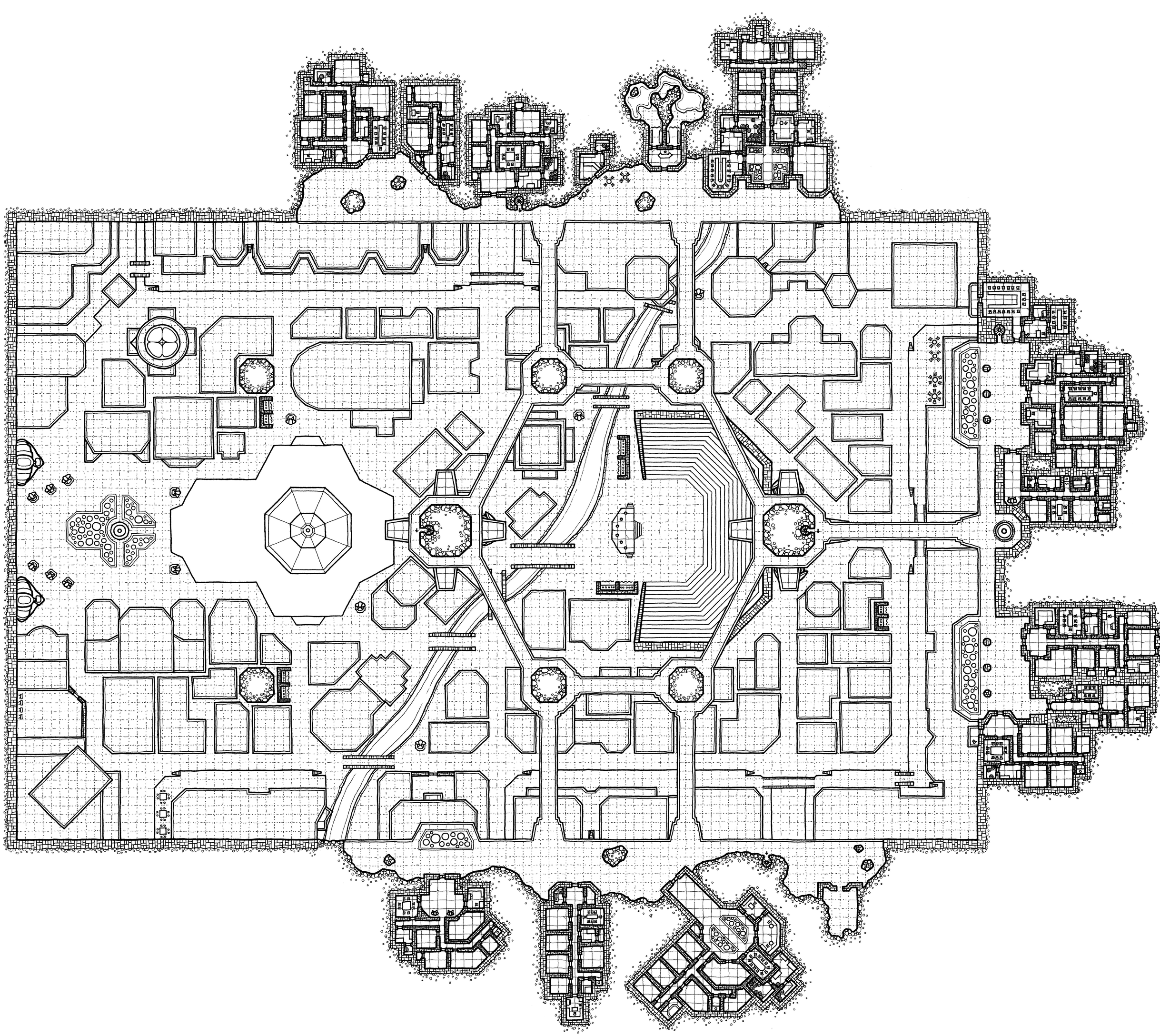
LOCATIONS - SECOND LEVEL

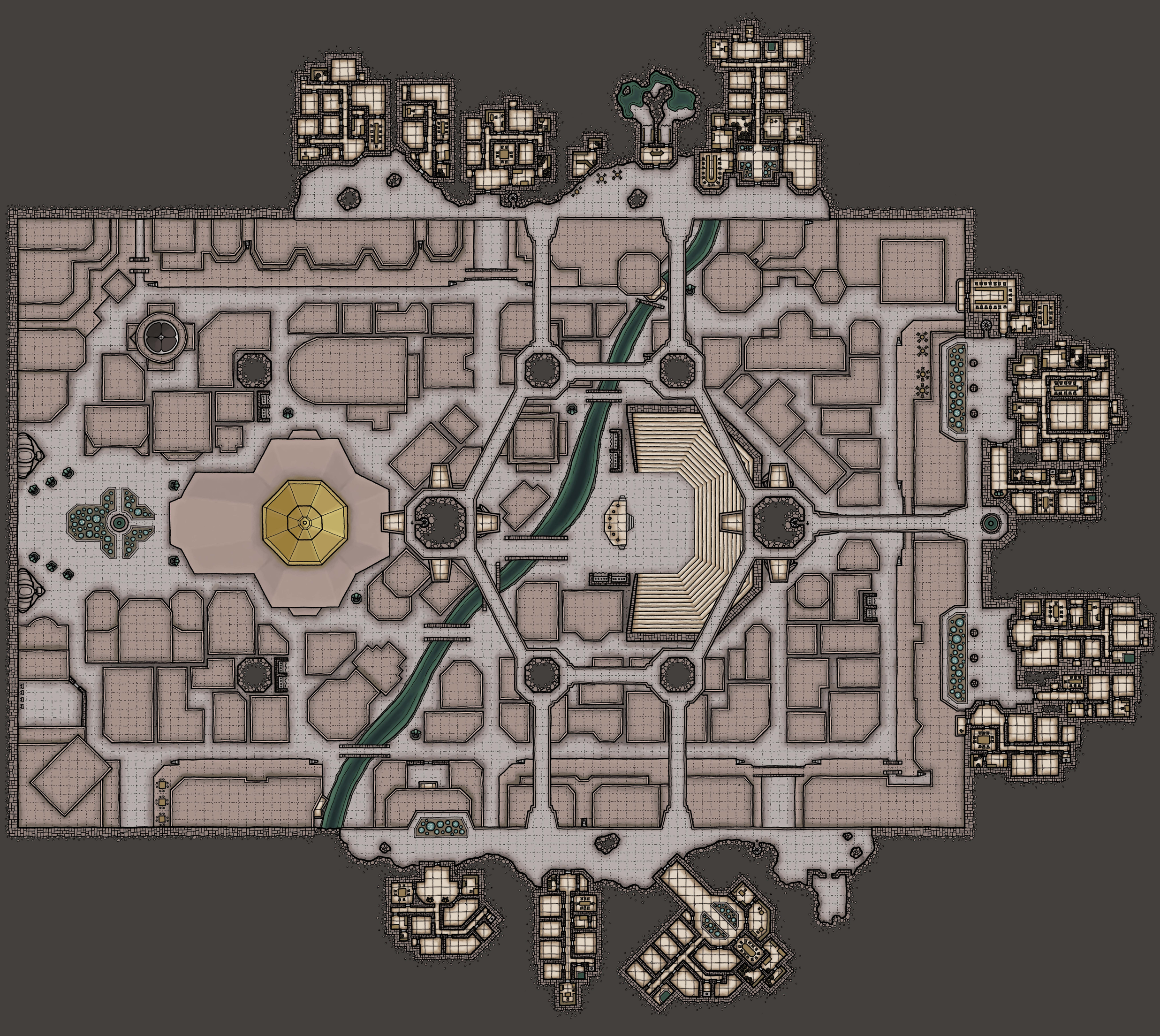
15) **The Veteran's Arms Tavern** is a soldier bar. Good place to get in a fight.

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.

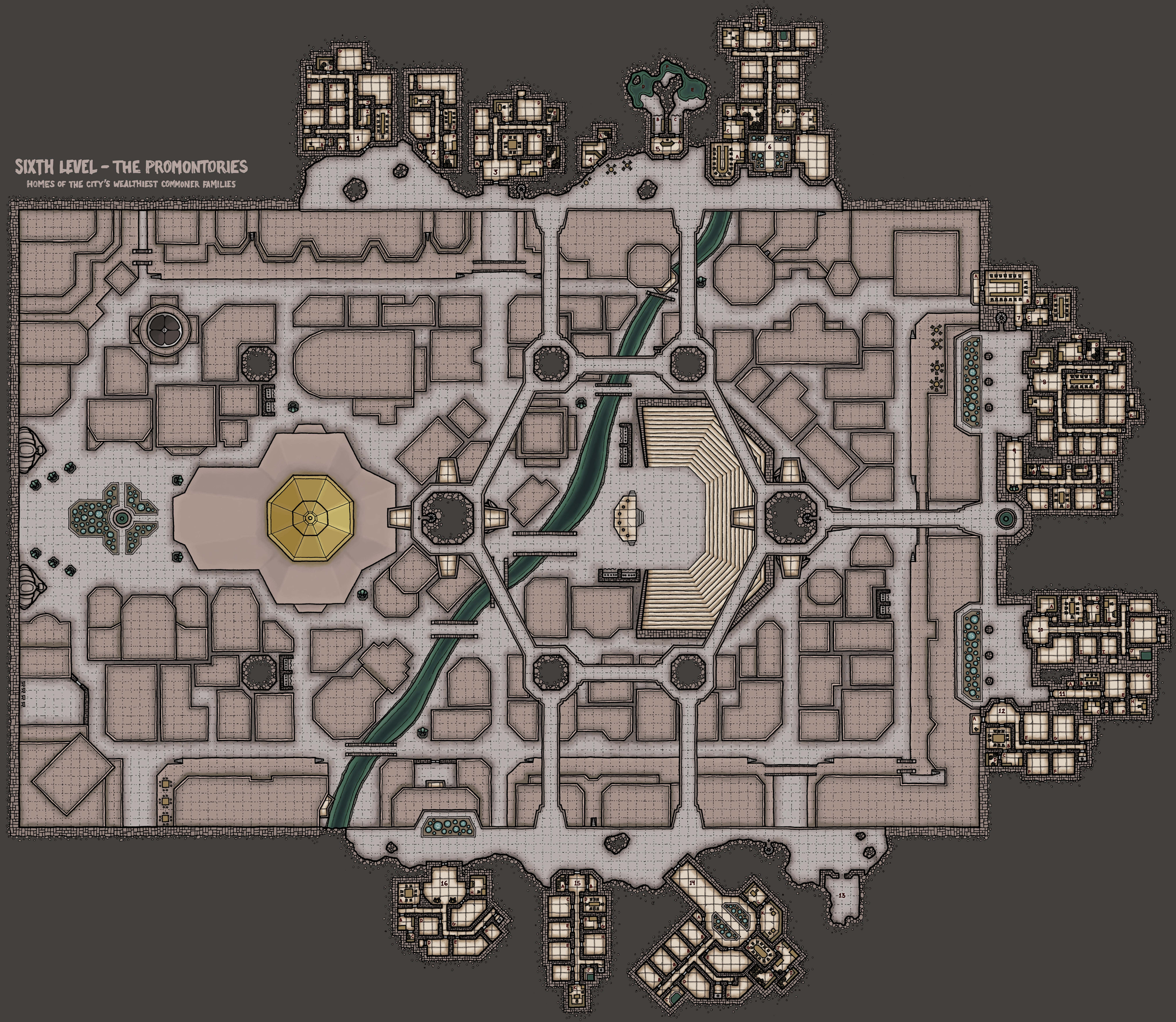
32) **The Stygian Axes** are mercenaries. You need a small group to do a job? They can call in enough members to form a regiment. Or they can loan out a small party for a job.





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

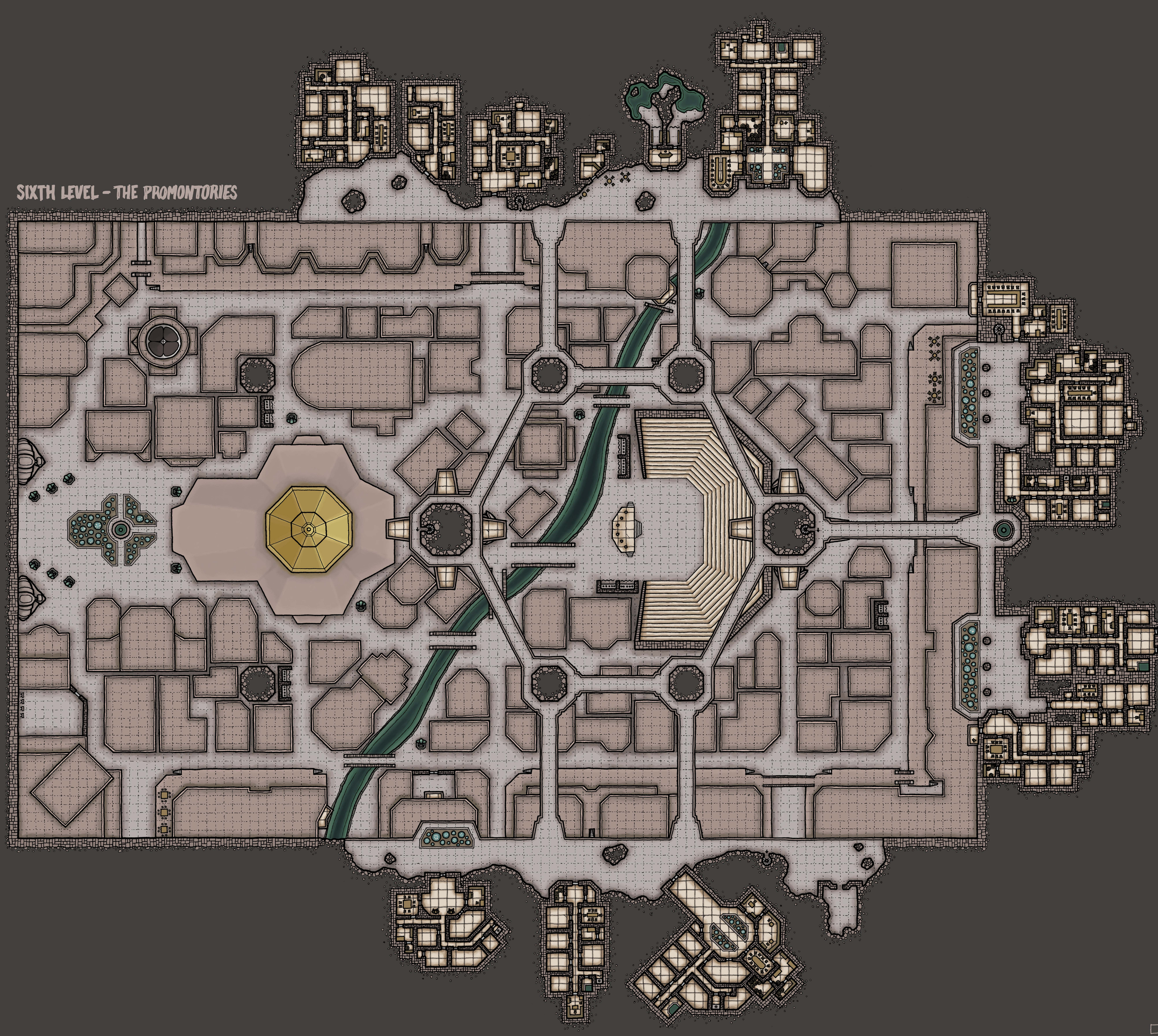
14 – GREYSHIELD ESTATE
A - CLOAK ROOM
B - BEDROOM
C - BATH
D - MASTER BEDROOM
E - GREAT ROOM
F - SERVANTS' QUARTERS
G - DINING ROOM
H - FOOD STORES
I - PANTRY
J - KITCHEN
K - LIBRARY
L - STUDY

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'

SIXTH LEVEL - THE PROMONTORIES



SIXTH LEVEL - THE PROMONTORIES

1 - BLACKROCK ESTATE
2 - STRONGHAMMER ESTATE
3 - AURICHELM ESTATE
4 - KAETH (COFFEE) HOUSE
5 - STEAM BATHS
6 - ARGENTSTONE ESTATE
7 - TRADERS' GUILDHALL
8 - SHATTERPICK ESTATE
9 - SHALEBEARD ESTATE
10 - SILVERCOIN ESTATE
11 - THUNDERDEEP ESTATE
12 - REDFORGE ESTATE
13 - CONSTRUCTION/ EXCAVATION SITE
14 - GREYSHIELD ESTATE
15 - SLAGSTEEL ESTATE
16 - COPPERHEART ESTATE

□=5'

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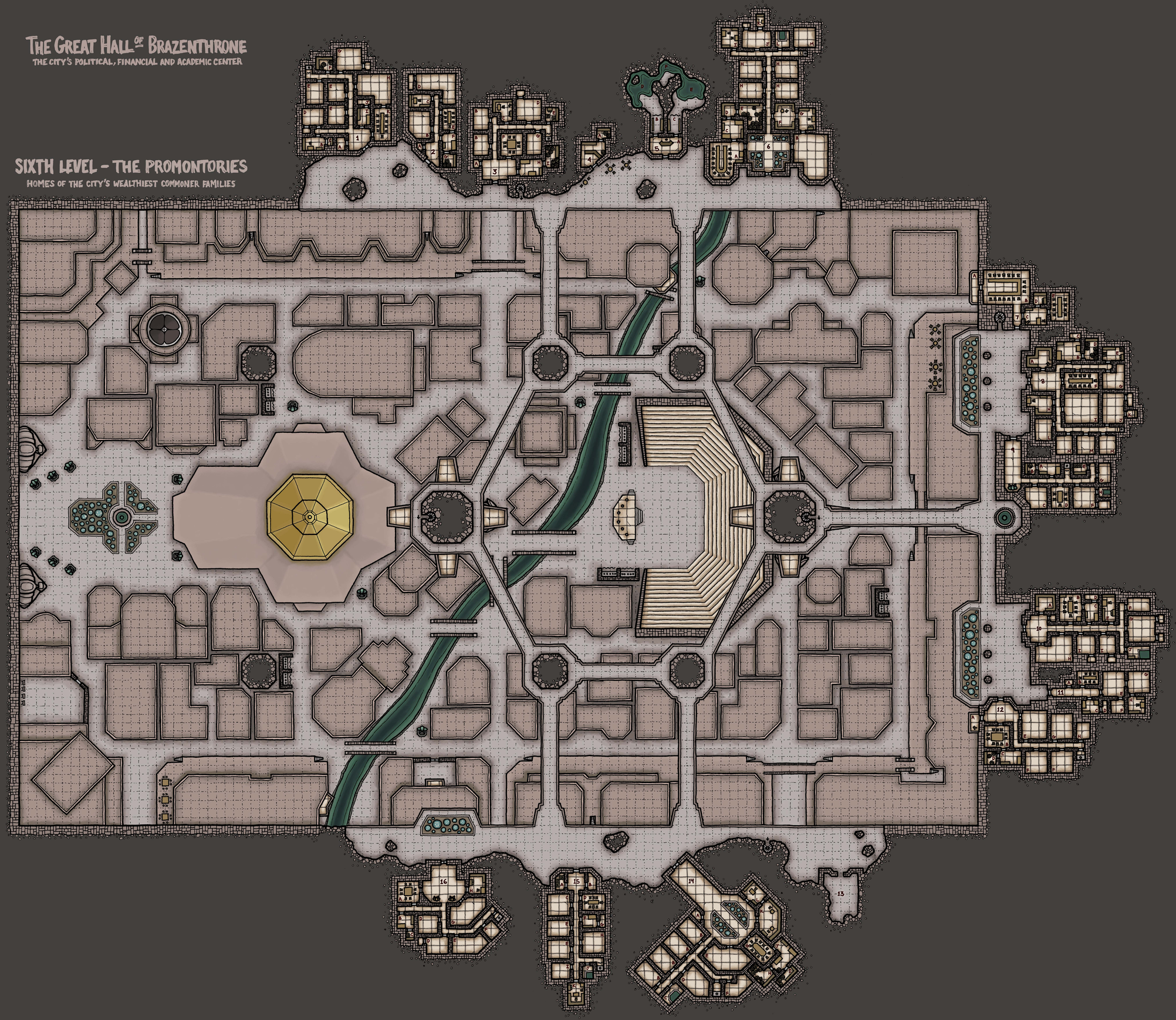
The city's political, financial and academic center

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'

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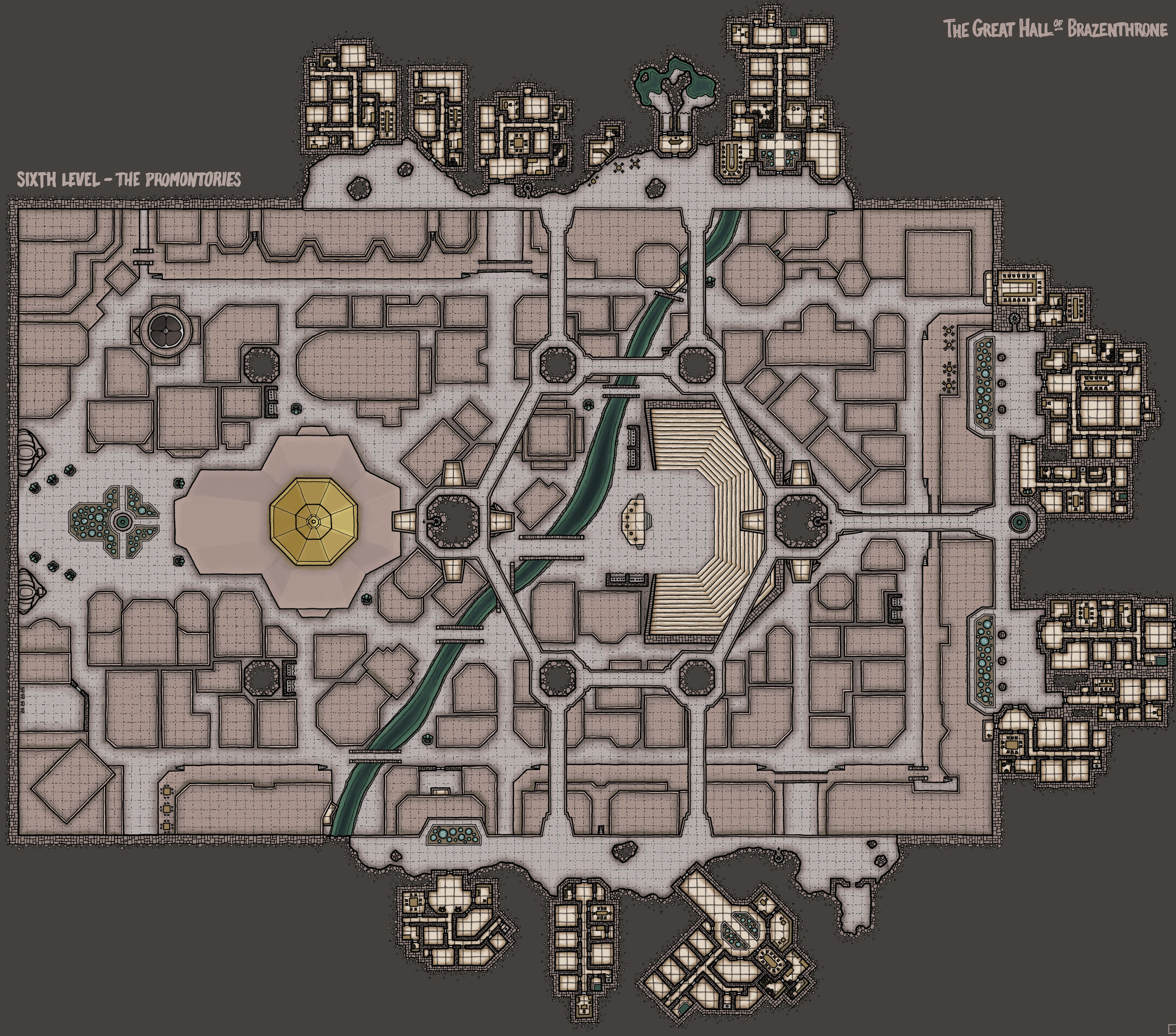
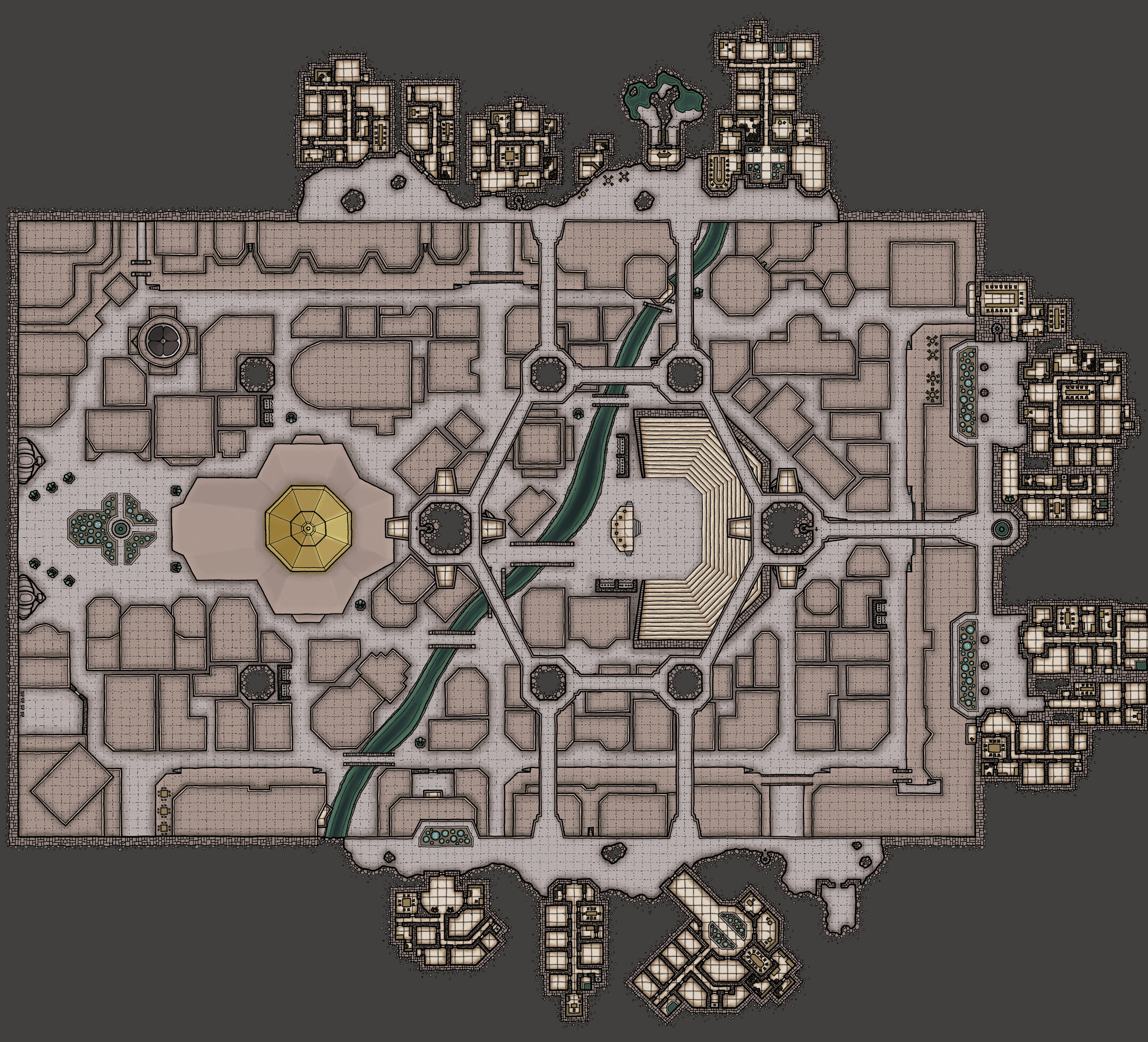
Sixth Level – The Promontories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