

THE NOBLE QUARTER

- The Noble Quarter is the residential district for the city's High Clans. Unlike most of the city, the chamber was not excavated. Rather, it is in a large, natural cavern. Most of the quarter is occupied by High Clans' estates, known as "Clanhalls," but there are also a number of shops, a tavern, an inn, several schools and a temple of Moradin.
- For more information on High Clans, see Brazenthroner History and Lore, under the "Society" section.
- The Noble Quarter is the oldest inhabited part of Brazenthroner. The Old Quarter does predate it. And it may well be inhabited... but not by dwarves.

CLANHALLS

- Clanhalls are the family estates of the High Clans of the Kingdom of the Twelve Mountains. Clans are extended families. Some clans only have a few members, while others have over a thousand. Clanhalls serve as a place for the clan to meet, but are not residences for the entire clan. Typically, those residing there will be the clan's patriarch or matriarch and their immediate family.
- Because some High Clans are wealthier than others, clanhalls vary greatly in size and opulence. Some are grand manors, while a few are only somewhat bigger than the average commoner's home. Because clanhalls serve as symbols of status and prestige, most are built as impressively as the clan can afford.

THE BLACK SINK

- Brazenthroner's most recent disaster occurred in the Noble Quarter, at a deep pool known as the "Black Sink."
- The Black Sink is a small, watery hole connected to the Bitterwash, the river that runs through the city. The depth of the hole is unknown and has long been believed to be a tunnel leading somewhere deep underground, but no dwarf has ever explored it.

- Until about a decade ago, nothing more unusual than a few strange fish had ever come up from the Sink. Having been no trouble for over a thousand years, it was considered mysterious, but no cause for concern. Then, one winter morning, the Sink began to overflow and scores of kuo-toa began swarming out of the hole.
- It didn't take long for residents to notice the invasion and run to the Great Hall to alert the military forces stationed there. Within minutes, every soldier stationed in the city, including the palace guard, the gatehouse garrison and even the city watch, had arrived to confront the invaders.
- Unfortunately, by the time the dwarven forces had mustered, there were already thousands upon thousands of kuo-toa overrunning the quarter and there was no option but to hold the tunnel into the Great Hall and prevent the intruders from moving further into the city.
- After several hours of valiantly holding the line, Brazenthroner's defenders were succumbing to exhaustion when the Royal Engineer and the Royal Wizard approached the High King with an idea. The Ministry of Engineering, along with several of Gnomestown's wizards, had been rushing to assemble an explosive charge capable of collapsing the passage beneath the Black Sink. The device would work underwater and, with the assistance of powerful protective magic, they believed that three dwarves could be teleported past the enemy's line to put it in place. But there was no way to prevent the detonation from claiming the lives of all three, making it a heroic but fatal task for those who would undertake it.
- With no better options and reinforcements hours away, King Cormac announced the plan and called for volunteers. The first to step forward was a watchman named Gelt Coldspar. The second was Lynsa Blackrage, matriarch of the Blackrage clan and a fearless berzerker. The third was a commoner whose name is unknown.
- The three managed fight their way into the hole and set off the bomb well below the waterline. The tunnel collapsed, preventing any further kuo-toan reinforcements. Those that remained were slaughtered when several battalions

- of dwarven soldiers arrived to bolster the city's forces later that evening.
- The event, known as "The Battle of the Black Sink," was memorialized in the Three Saviors Monument, dedicated to the three heroes who sacrificed their lives to end the invasion. In addition, the High King declared the Coldspar a High Clan, granting them the name of "Depthunder" in honor of their clansman's sacrifice.

NOTABLE LOCATIONS

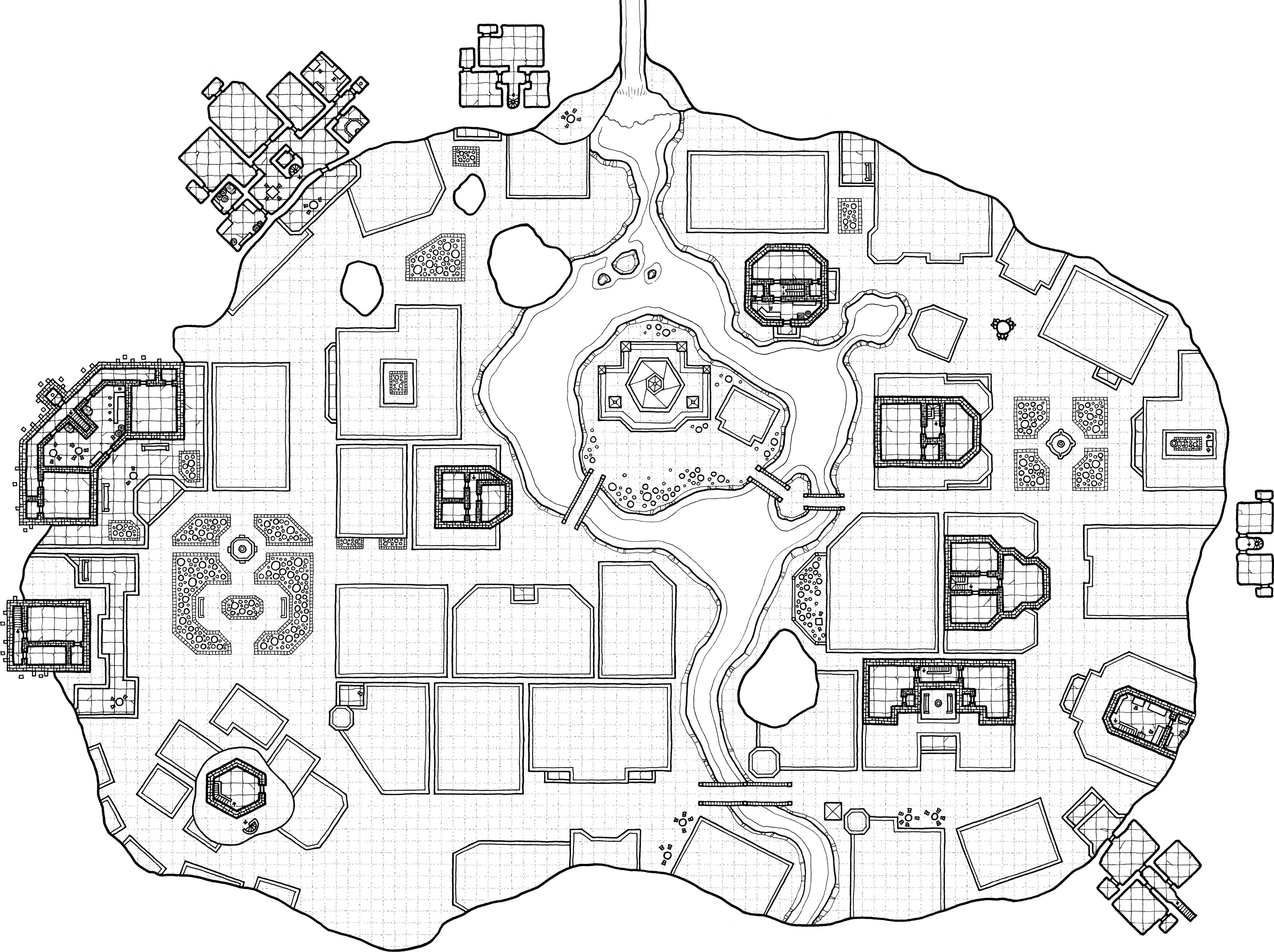
- (28) *Lyceum*: This is a school, mostly attended by children born to High Clans. There are two classes, one for younger students and one for older children.
- (30) *The Raised Tankard Tavern*: One of the classier places to have a drink in the city. Not that classy, though. The High Clans like their booze just as much as the commoners and they act the same way drunk.
- (36) *The Black Sink*: The blast blocked off the tunnel beneath the sink and several boulders were brought in to further plug the hole. Still, no one knows where it leads and it's hard to keep track of what's happening on the other side of all those rocks.
- (46) *Royal Academy of Warfare*: This is an academy where young dwarves train to become military officers.
- (47) *Blocked Passage*: This passage to the Old Mines has been blocked off for years, the mines having become infested long ago.
- (52) *The Clansman's Arms Inn*: One of the city's nicest inns. All the rooms are private and none of them are cheap.

NOTABLE CLANS

- The Blackrage clan is famous for their warriors, having produced numerous legendary berzerkers.
- The Sunderskull clan were once warriors as well, but these days they're mostly involved in trade and finance. They are sometimes derisively referred to as "the Greenskins," as many consider their name to sound very orcish.

- The Rivencrown clan is the wealthiest of the High Clans, apart from the Brasshands (the Royal Clan). They were a royal family themselves once, when the Twelve Mountains were a group of small kingdoms under one High King. The last to give up their crown, they only agreed to do so peacefully under the condition that they be given perpetual governorship over their city-state of Rimewall. This is one of the only hereditary rulerships in the kingdom.
- The Hillsmiths and the Bronzebenders are the two least-wealthy of the high clans-- except, perhaps, for the Depthunders, who haven't been a high clan for long.
- The Giltvein clan was given their name upon becoming a High Clan, in recognition of their talents for geology, particularly their ability to find gold.
- The Proudhammer clan are one of the oldest High Clans. Why they were made a High Clan in the first place is the subject of a great deal of debate among the clan itself, the reason having been forgotten over the ages.
- The Holdbreaker clan are notable for their engineers and inventors. Some of their more complicated mechanical inventions are complex enough to have been called "dwarven sorcery."
- The Frostgard clan were once surface dwellers and they built a tower for their clanhall. Like surface dwellers.
- The Trollfyres are a clan of warriors and they are *psychotic*. Even the Blackrage clan thinks they're psychotic and the Blackrage clan is *psychotic*.





1 - WHITEBERYL CLANHALL

- A - MASTER BEDROOM
- B - BEDROOM
- C - OFFICE
- D - BATH
- E - PARLOR
- F - CLOAK ROOM
- G - DINING ROOM
- H - KITCHEN

2 - BURKENGOLD CLANHALL

- A - MASTER BEDROOM
- B - BEDROOM
- C - GUEST ROOM

3 - PROUDHAMMER CLANHALL

- A - BEDROOM
- B - BAR

4 - LIGHTFORGE CLANHALL

- A - SERVANT'S QUARTERS
- B - STORAGE ROOM
- C - BEDROOM

5 - RIVENGROWN CLANHALL

- A - BEDROOM
- B - STORAGE ROOM

6 - WATCHTOWER

7 - FROSTGARD TOWER

- A - BEDROOM
- B - STORAGE CLOSET
- C - WORKSHOP

8 - HOLDBREAKER CLANHALL

- A - MASTER BEDROOM
- B - BEDROOM

9 - SUNDERSKULL CLANHALL

- A - BEDROOM
- B - MASTER BEDROOM

10 - DEEPTHUNDER CLANHALL

- A - BEDROOM

11 - GILTVEIN CLANHALL

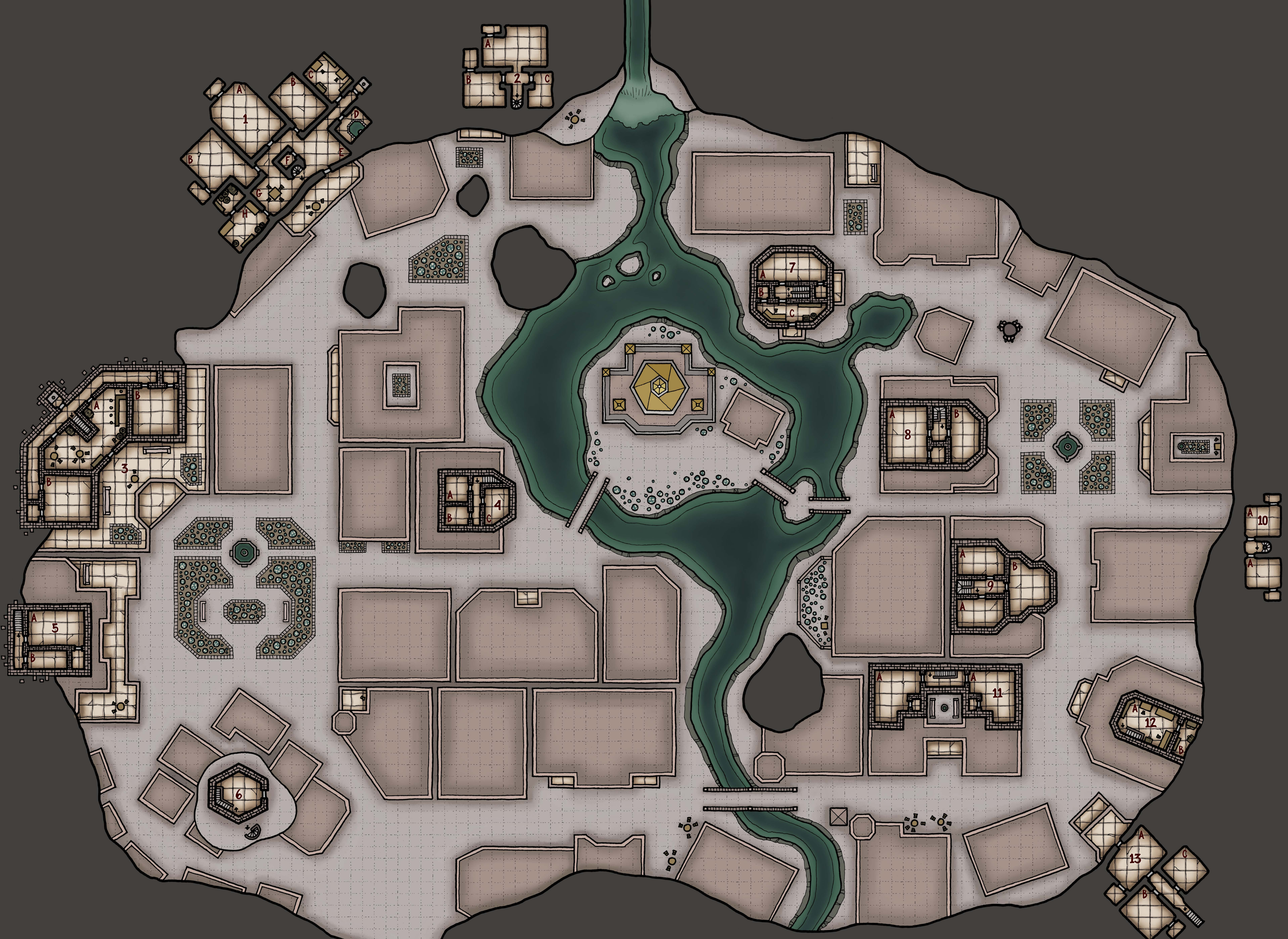
- A - BEDROOM

12 - BROADBEARD CLANHALL

- A - LABORATORY
- B - STORAGE ROOM

13 - OSGRINLAW CLANHALL

- A - MASTER BEDROOM
- B - BEDROOM
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