









- 1 - THE ALLIANCE MONUMENT
- 2 - WOODWORKER
- 3 - ARROWSMITH
- 4 - CARPENTER
- 5 - ARBALIST
- 6 - COOPERY
- 7 - FLETCHERY
 - A - STORAGE (ARROWS)
- 8 - ARBALIST
- 9 - WAREHOUSE
- 10 - WAGONER
- 11 - WOODWORKER
- 12 - CARPENTER
- 13 - GOLDSMITH
 - A - TOOL ROOM
- 14 - GEMCUTTER
 - A - WORKSHOP
 - B - MASTER GEMCUTTER'S OFFICE
- 15 - GEMCUTTER
 - A - WORKSHOP
 - B - MASTER GEMCUTTER'S OFFICE
- 16 - GLASSMAKER
- 17 - THE ROYAL MINT
 - A - ENTRY HALL
 - B - GUARD ROOM
 - C - MINTING ROOM
 - D - METALLURGISTS' OFFICE
 - E - VAULT
- 18 - WATCH HOUSE
 - A - DUTY ROOM
 - B - HOLDING CELL
 - C - STORAGE (misc.)
- 19 - JEWELERS' GUILDHALL
 - A - GUILDMASTER'S OFFICE
 - B - MEETING HALL
- 20 - GOLDSMITH
 - A - MASTER GOLDSMITH'S OFFICE
- 21 - JEWELERS' GUILD VAULT
 - A - OUTER VAULT
 - B - INNER VAULT
- 22 - SILVERSMITH
 - A - DISPLAY ROOM
- 23 - GLASSBLOWER
 - A - STORAGE (GLASSWARE)
- 24 - MONUMENT MASON
- 25 - ENGRAVER
 - A - STORAGE (ENGRAVINGS)
- 26 - WAREHOUSE
- 27 - STONECARVER
 - A - STORAGE (STONEWARE)
- 28 - STONECUTTER
 - A - STORAGE (STONE BLOCKS)
- 29 - ENGINEERS' OFFICE
- 30 - ENGINEERS' GUILDHALL
 - A - MEETING HALL
- 31 - ROLLING MILL
- 32 - GOLDSMITH
- 33 - ENAMELLER
 - A - KILN ROOM



- 34 - STONECUTTER
 - A - STORAGE (STONE BLOCKS)
- 35 - ARCHITECT'S OFFICE
- 36 - ENGINEERS' OFFICE
- 37 - ENGINEER'S OFFICE
- 38 - SMITHY
- 39 - MECHANISTS' WORKSHOP
- 40 - WEAPONSMITH
- 41 - MECHANISTS' WORKSHOP
- 42 - WAREHOUSE
 - A - LOCKED STOREROOM
- 43 - SMITHY
- 44 - SMITHS' GUILDHALL
 - A - PRIVATE MEETING ROOM
 - B - ASSEMBLY HALL
 - C - KITCHEN
- 45 - IRONWORKS
 - A - COAL STORE
- 46 - TOOL SHOP
- 47 - SMITHY
- 48 - COAL VENDOR
 - A - COAL STORE
- 49 - CERAMICS MANUFACTORY
 - A - STORAGE (CERAMIC GOODS)
- 50 - ENGINEER'S OFFICE
- 51 - MECHANISTS' WORKSHOP
- 52 - ARMORSMITH
- 53 - SHRINE (THARMEKHUL)
- 54 - THE FREEHAMMER FORGE
 - A - BELLOWS
- 55 - COAL SILO
- 56 - SMITHY
- 57 - SMITHY
- 58 - MAILMAKER
- 59 - WEAPONSMITH
- 60 - HAMMERMILL
- 61 - WAREHOUSE
- 62 - WEAPONSMITH
- 63 - SMITHY
- 64 - MAILMAKER
- 65 - TINSMITH
- 66 - ARMORSMITH
- 67 - FOUNDRY
- 68 - WAREHOUSE
- 69 - SMITHY
- 70 - FOUNDRY
 - A - COAL STORE
- 71 - WEAPONSMITH
- 72 - FOUNDRY
 - A - COAL STORE
- 73 - ARMORSMITH
 - A - DISPLAY ROOM
- 74 - GRINDING MILL
- 75 - HAMMERMILL

TO THE COMMON QUARTER

THE ANVIL QUARTER

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TO GNOMESTOWN

TO THE HOLLOWs

TO THE COMMON QUARTER

TO THE MINeworks

TO THE OPALINE GROTTO



THE ANVIL QUARTER

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

THE FREEHAMMER FORGE

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

THE ROYAL MINT

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

THE JEWELERS' GUILD VAULT

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

NOTABLE LOCATIONS

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

- (58, 64) *Mailmaker*: They make chainmail, for warriors who want to be better protected than the rogue, but only just a little.
- (74) *Grinding Mill*: The waterwheel here turns a grinding wheel, which is primarily used to sharpen blades and grind down metal.

