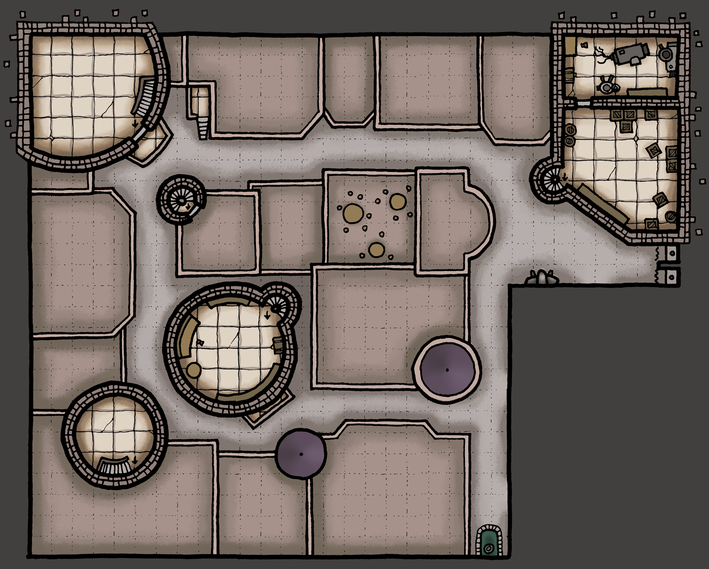
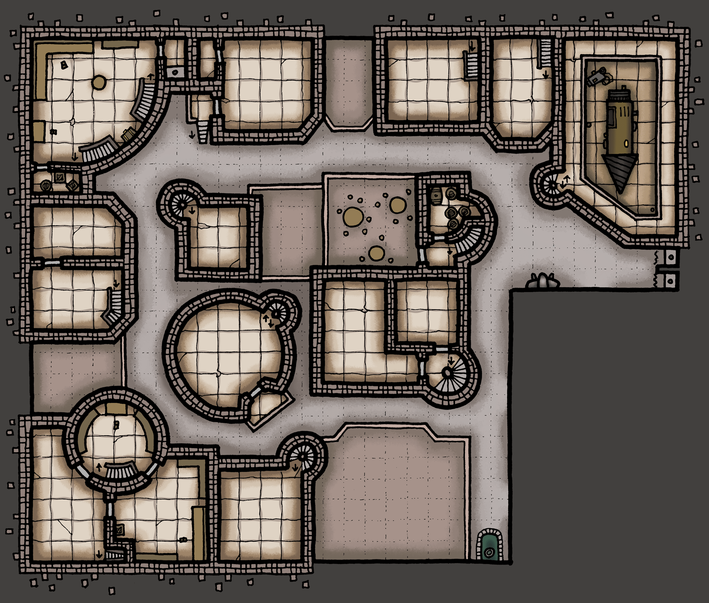
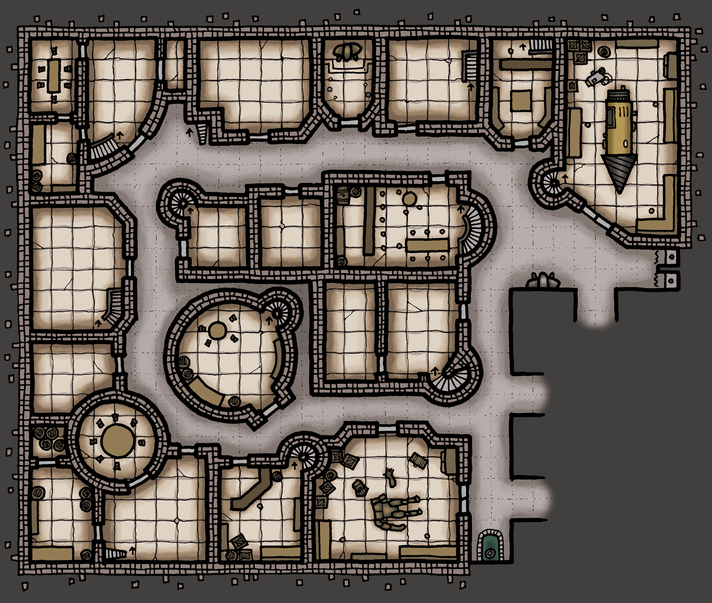
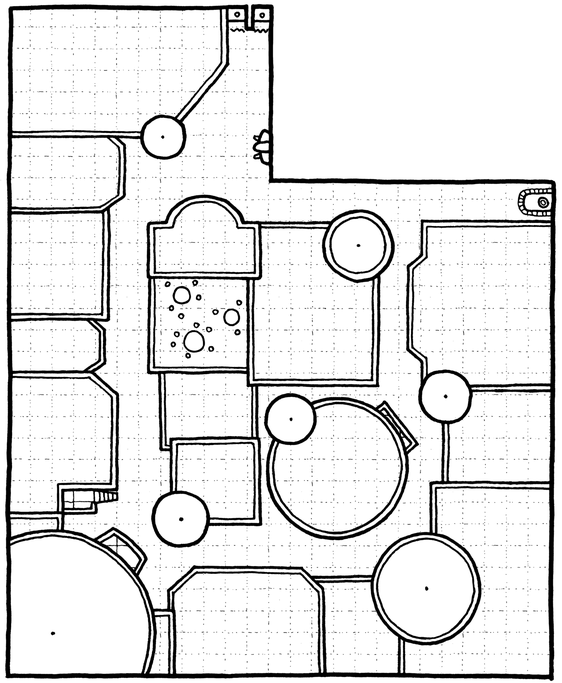
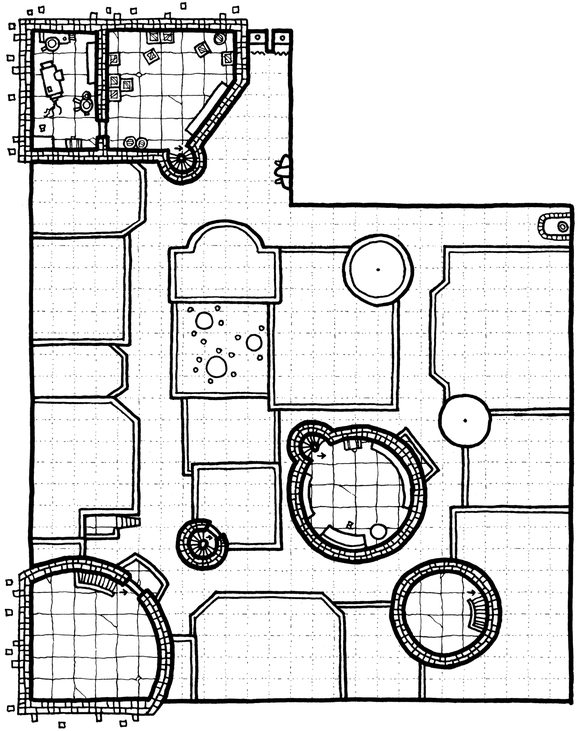


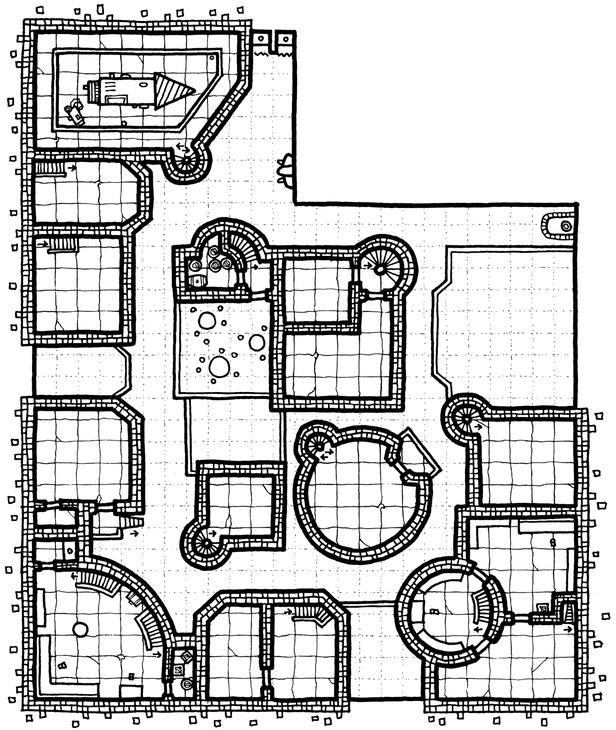


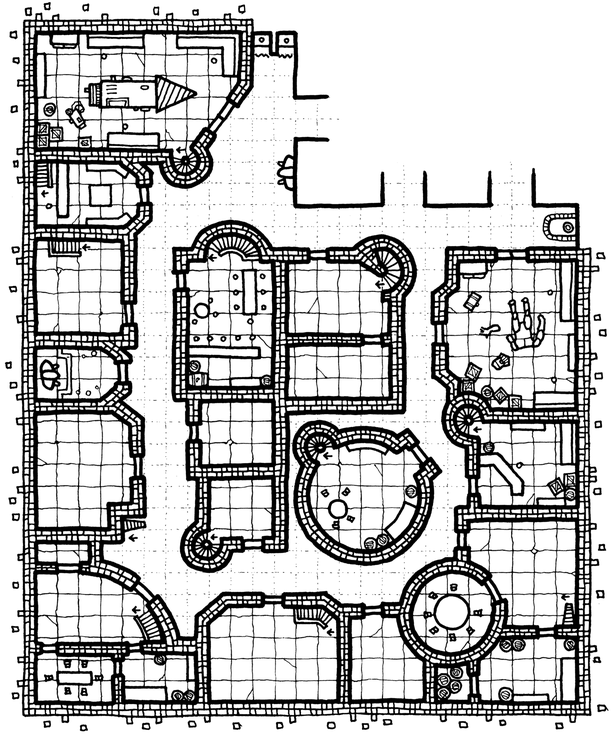


1 - MECHANISTS' WORKSHOP
2 - TRABINTER'S CLOCKWORKS
3 - SHRINE (GALLARDURAN SMOOTHHANDS)
4 - RESIDENCE OF GARDENAL BLACKBERYL, MASTER ENCHANTER
5 - "THE TAVERN IN THE SKY"
6 - RESIDENCE OF MATTIS GREYWANDER, MAGE FOR HIRE
7 - RESIDENCE OF PHILIK THE WIZARD
8 - ALCHEMIST'S SHOP AND LABORATORY
9 - MECHANISTS' WORKSHOP





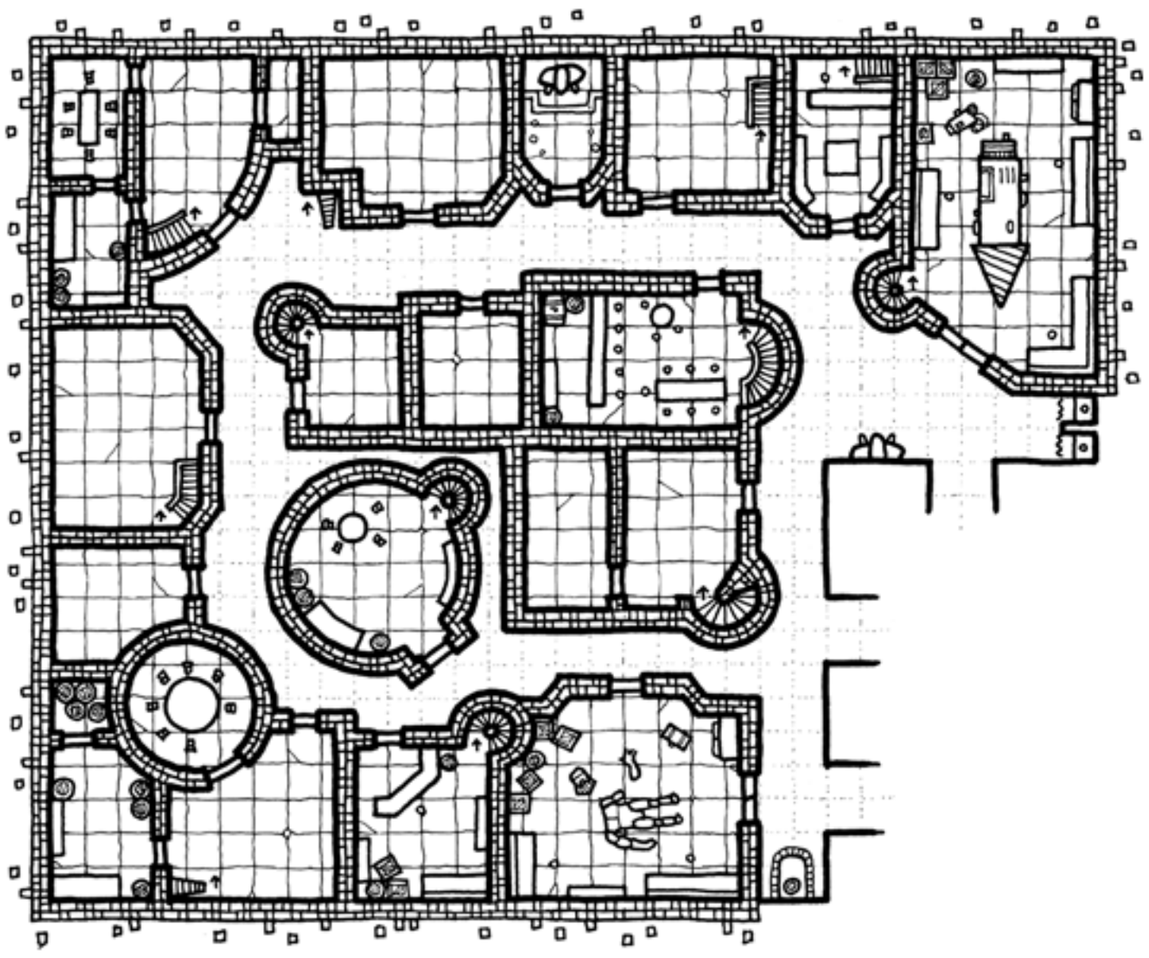




Gnomestown

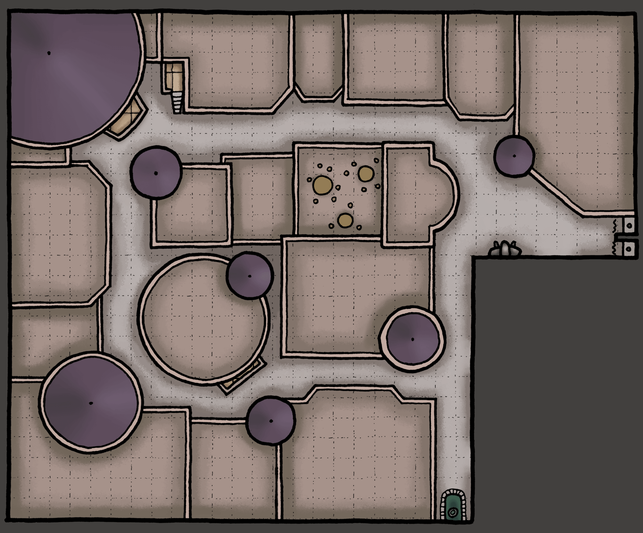
About

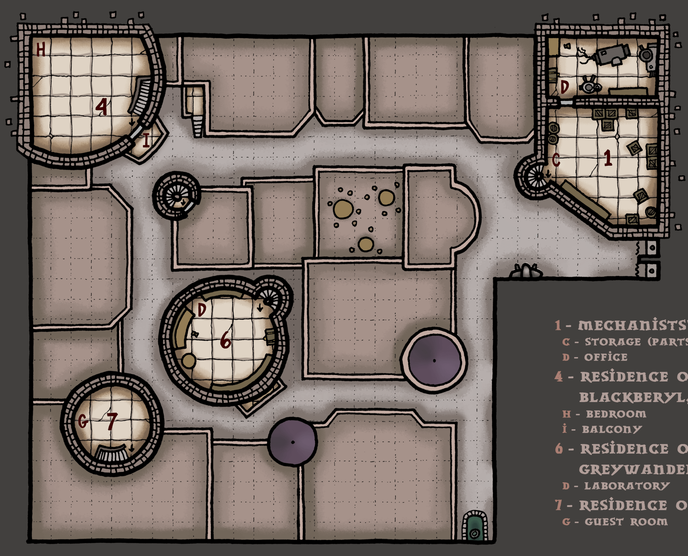
- Gnomestown is a small district, to the northwest of the Anvil Quarter. Almost half of the city's gnomish residents live here.
- Around 80% of the gnomes here-- and elsewhere in Brazenthrone-- are deep gnomes, also known as "Svirfneblin." Nearly all of the rest are rock gnomes.
- The architecture in this part of the city is somewhat different, with round walls and towers that may seem a bit out of place next to the dwarves' more geometric style.



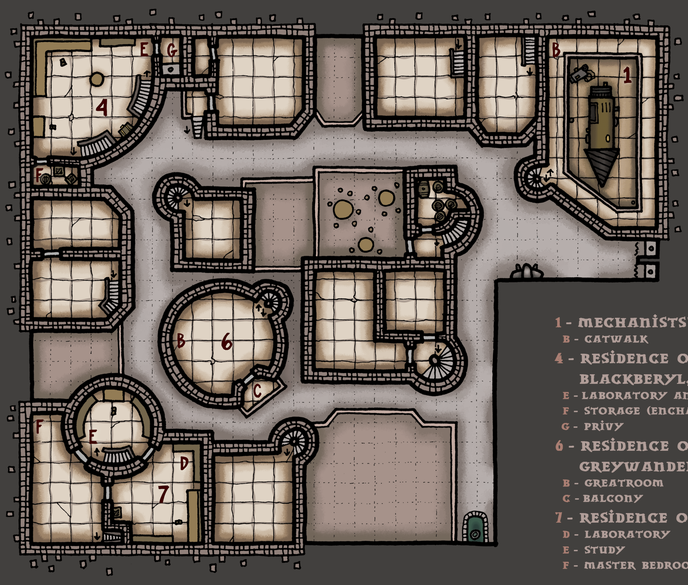
Notable Locations

- (1) *Mechanists' Workshop*: These gnomish and dwarven engineers are working on a drilling machine. Thus far, it has killed three people and injured seven.
- (2) *Trabinter's Clockworks*: This shop sells a variety of gnomish-made clockwork devices, from toys to tools.
- (3) *Shrine*: This small shrine is dedicated to Callarduran Smoothhands, the deep gnomes' most commonly-worshipped deity.
- (4) *Residence of Gardenal Blackberyl, Master Enchanter*: This deep gnome wizard makes a living enchanting dwarven-made weapons, armor and other items.
- (5) *The Tavern in the Sky*: The name of this tavern makes plenty of sense to deep gnomes, but almost none to anyone else. The gnomes' perspective is this: most deep gnome communities are miles below ground. While Brazenthrone *is* under a mountain, the city and it's entrance are fairly high up in the mountains and the city is, in fact, at a higher elevation than most surface cities. Thus, it is-- according to the deep gnomes-- "in the sky." To be clear, the sky is in no way visible from this location.
- (6) *Residence of Mattis Greywander, Mage for Hire*: A jack-of-all-trades, this wizard can be hired to cast spells, identify or locate objects, brew potions or do some light enchanting.
- (7) *Residence of Philik the Wizard*: No one would bat an eye if Philik the Wizard were to begin referring to himself as "Philik the Archmage." Despite being easily the most powerful spellcaster in Brazenthrone, he prefers the more humble moniker. Philik, having already made more money than he ever expects to spend, passes most of his time in his study. While he can be hired to cast a powerful enchantment or perform some other spellcasting-related task, he will only do so if he considers the job worthwhile. His fee can change dramatically based on how worthwhile he considers it to be.
- (9) *Mechanists' Workshop*: These gnomish engineers and enchanters are currently building a golem. No casualties here. Yet.

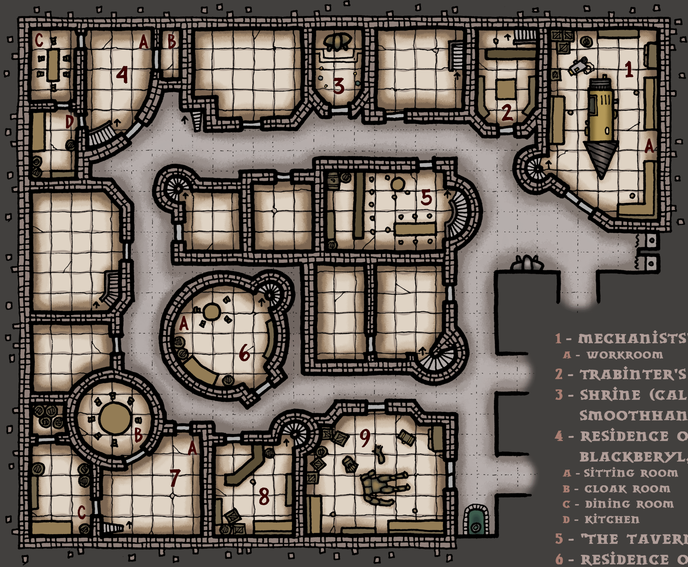
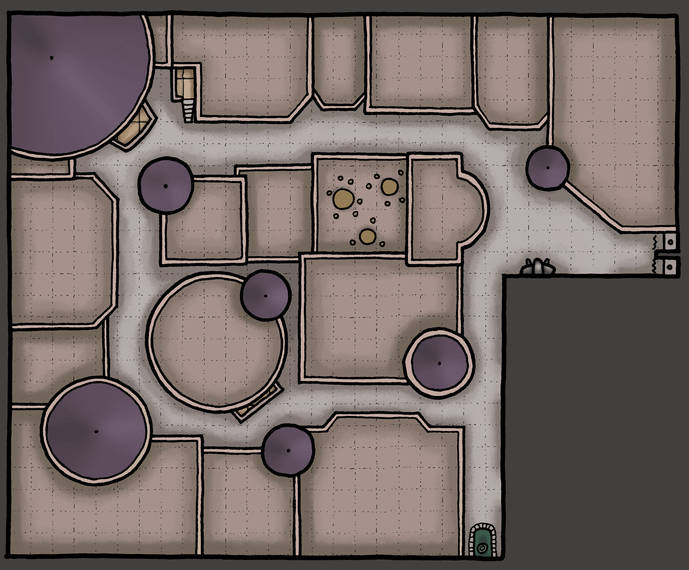
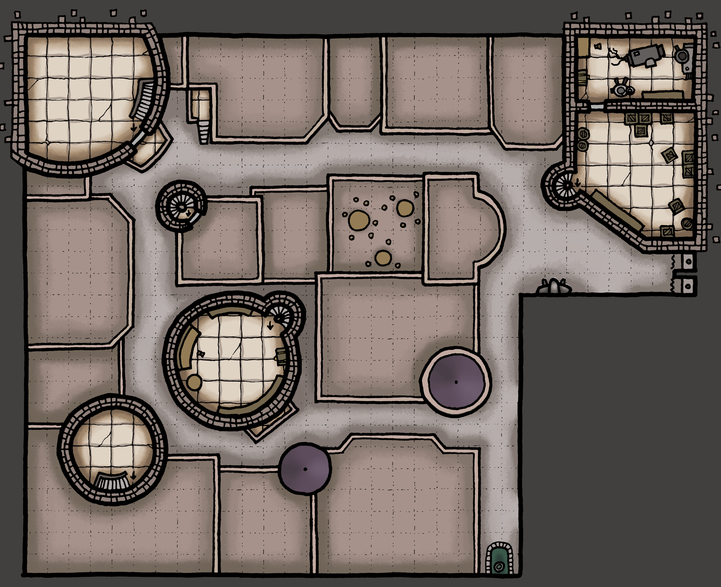
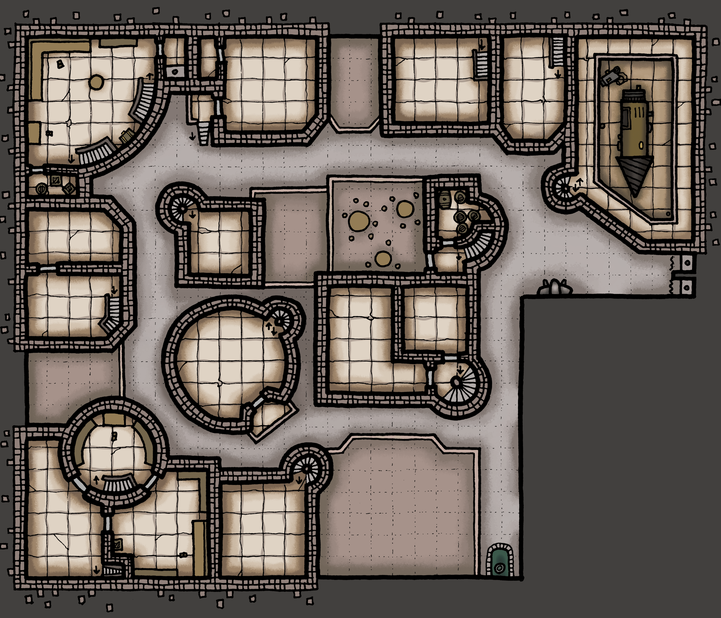
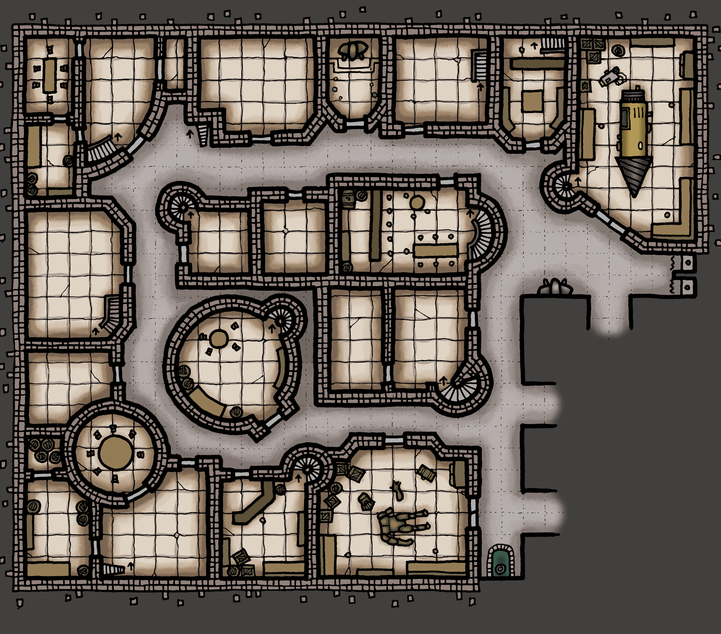




1 - MECHANISTS' WORKSHOP
C - STORAGE (PARTS AND EQUIPMENT)
D - OFFICE
4 - RESIDENCE OF GARDENAL BLACKBERYL, MASTER ENCHANTER
H - BEDROOM
I - BALCONY
6 - RESIDENCE OF MATTIS GREYWANDER, MAGE FOR HIRE
D - LABORATORY
7 - RESIDENCE OF PHILIK THE WIZARD
G - GUEST ROOM



1 - MECHANISTS' WORKSHOP
B - CATWALK
4 - RESIDENCE OF GARDENAL BLACKBERYL, MASTER ENCHANTER
E - LABORATORY AND WORKSHOP
F - STORAGE (ENCHANTING REAGENTS)
G - PRIVY
6 - RESIDENCE OF MATTIS GREYWANDER, MAGE FOR HIRE
B - GREATROOM
C - BALCONY
7 - RESIDENCE OF PHILIK THE WIZARD
D - LABORATORY
E - STUDY
F - MASTER BEDROOM



1 - MECHANISTS' WORKSHOP
A - WORKROOM
2 - TRABINTER'S CLOCKWORKS
3 - SHRINE (CALLARDURAN SMOOTHHANDS)
4 - RESIDENCE OF GARDENAL BLACKBERYL, MASTER ENCHANTER
A - SITTING ROOM
B - CLOAK ROOM
C - DINING ROOM
D - KITCHEN
5 - "THE TAVERN IN THE SKY"
6 - RESIDENCE OF MATTIS GREYWANDER, MAGE FOR HIRE
A - KITCHEN
7 - RESIDENCE OF PHILIK THE WIZARD
A - SITTING ROOM
B - DINING ROOM
C - KITCHEN
8 - ALCHEMIST'S SHOP AND LABORATORY
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