







UNDERDARK TRADING OUTPOST

*The Underdark trading outpost is not officially a part of the city of Brazenthrone, 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, Brazenthrone'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.

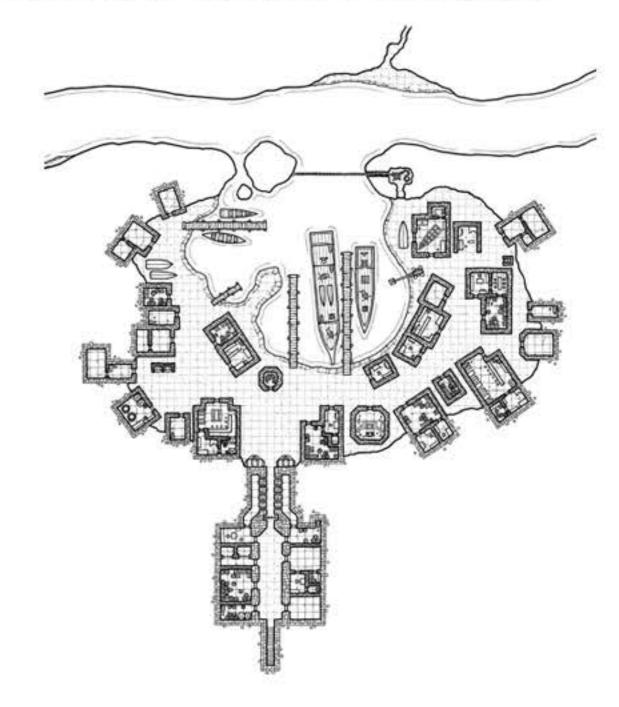
TRADE

- *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 Brazenthrone 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. Orogs, 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."







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