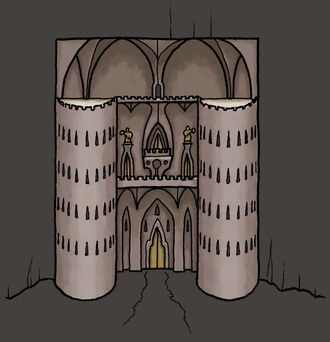

The Gates of Brazenthrone

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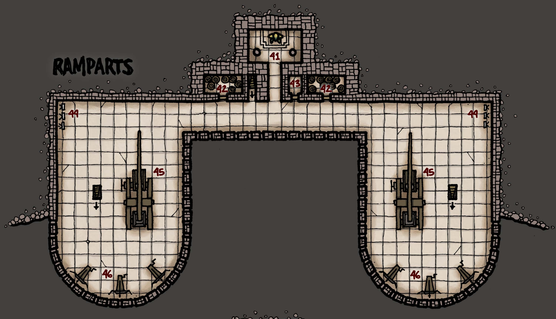
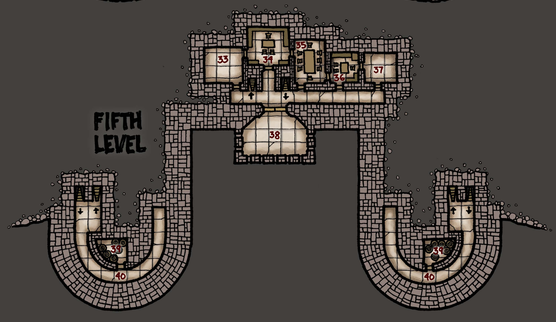
Ramparts



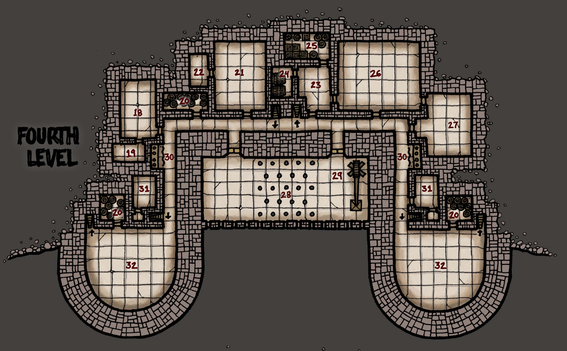
41 – Shrine (Gorm Gulthyn)
42 – Ammunition Storage
43 – Tool Closet
44 – Archery Butts
45 – Trebuchets
46 – Ballistas

Fifth Level



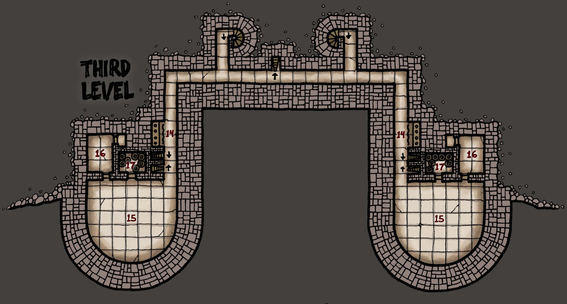
33 – Garrison Commander's Quarters
34 – Garrison Commander's Office
35 – Officers' Mess
36 – Deputy Commander's Office
37 – Deputy Commander's Quarters
38 – Balcony
39 – Ammunition Storage
40 – Embrasures

Fourth Level



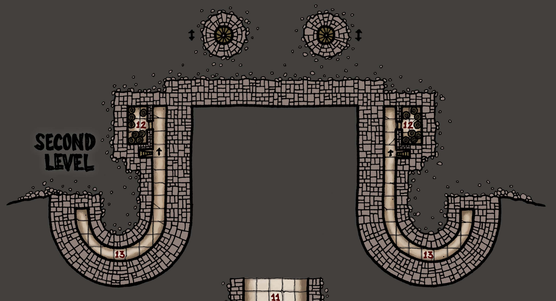
18 – Armory
19 – Storage (Misc. Equipment)
20 – Ammunition Storage
21 – Infirmary
22 – Storage (Medical Supplies)
23 – Kitchen
24 – Ale Store
25 – Food Store
26 – Mess Hall
27 – Common Room
28 – Balcony and Murder Holes
29 – Crane
30 – Latrines
31 – Officer's Quarters
32 – Barracks

Third Level



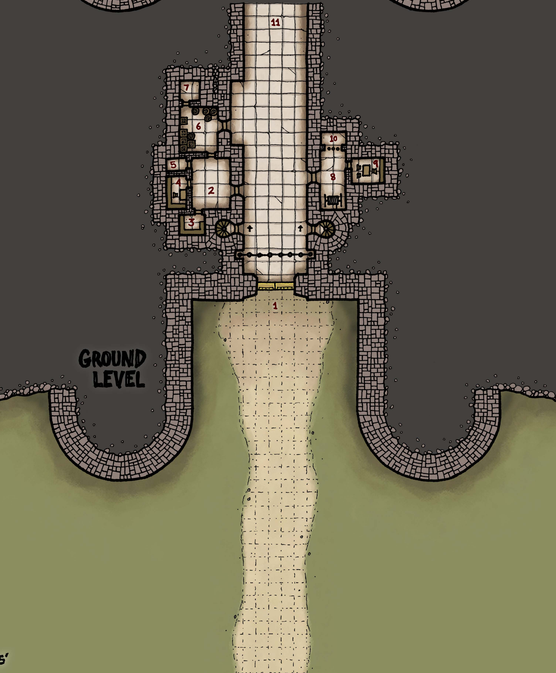
14 – Latrines
15 – Barracks
16 – Officer's Quarters
17 – Ammunition Storage

Second Level



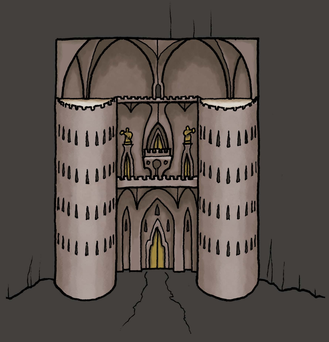
12 – Ammunition Storage
13 – Embrasures

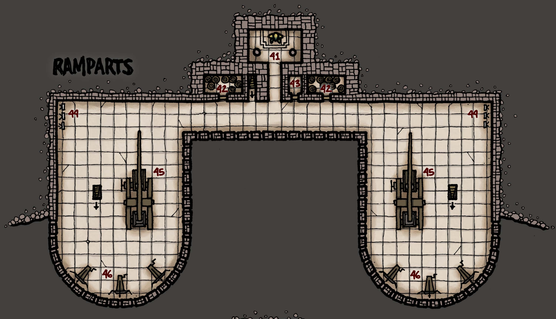
Ground Level



1 – The Gates
2 – Customs House
3 – Records Room
4 – Chief Assessor's Office
5 – Collections Vault
6 – Storage (Seized Goods and Payment in Kind)
7 – Storage (Contraband)
8 – Guard Room and Gate Winch
9 – Watch Captain's Office
10 – Holding Cell
11 – Tunnel to the City

□ = 5'





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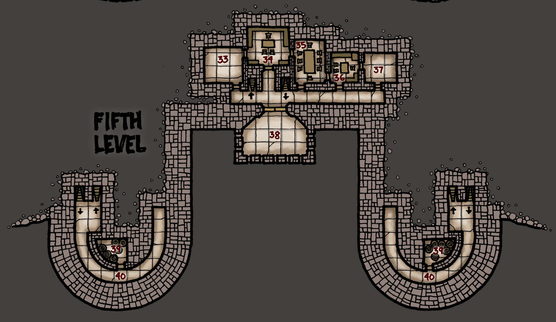

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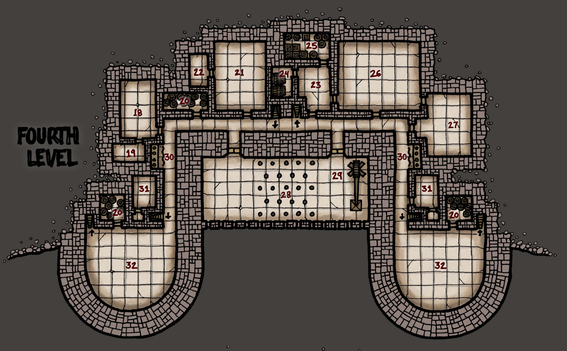

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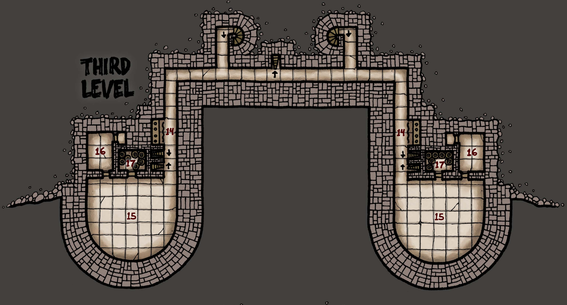
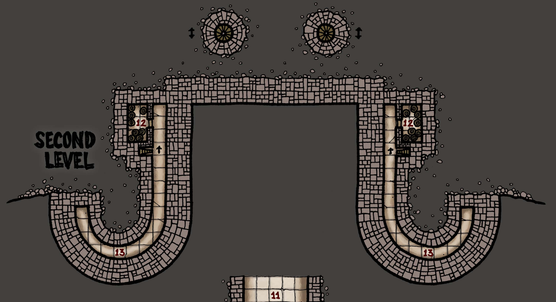
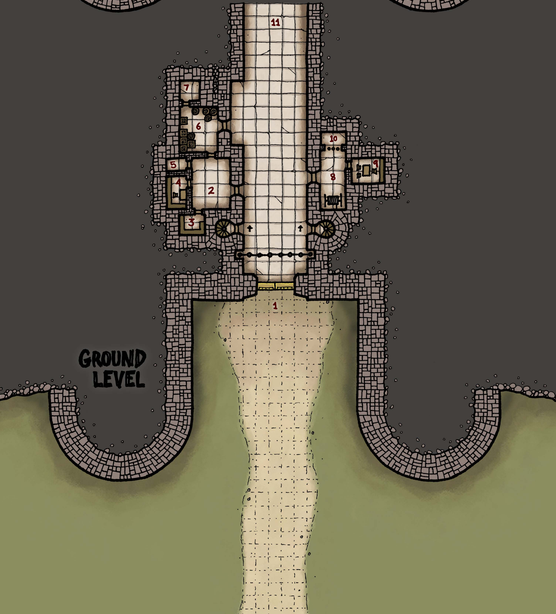


14 – Latrines
15 – Barracks
16 – Officer's Quarters
17 – Ammunition Storage



12 – Ammunition Storage
13 – Embrasures



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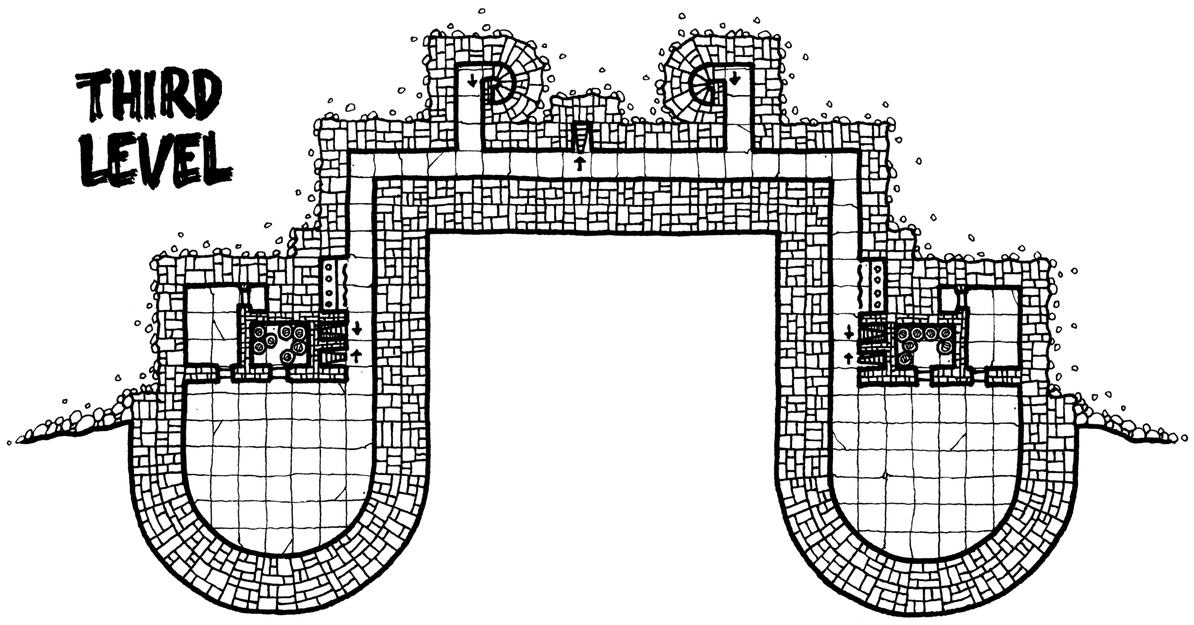
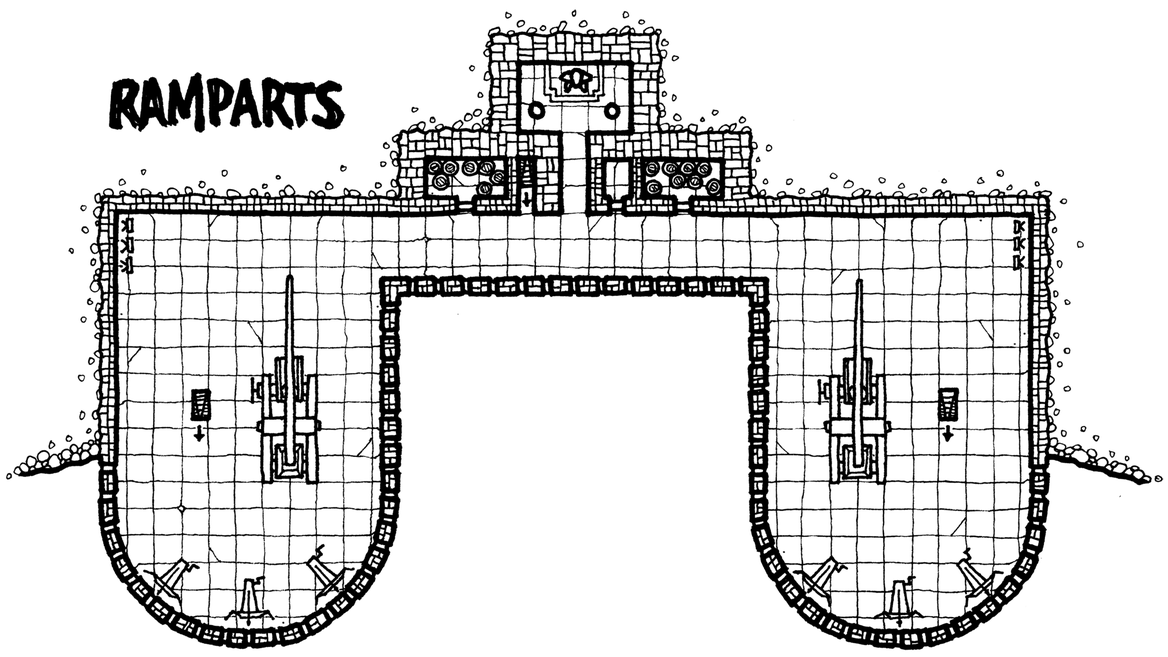
□ = 5'

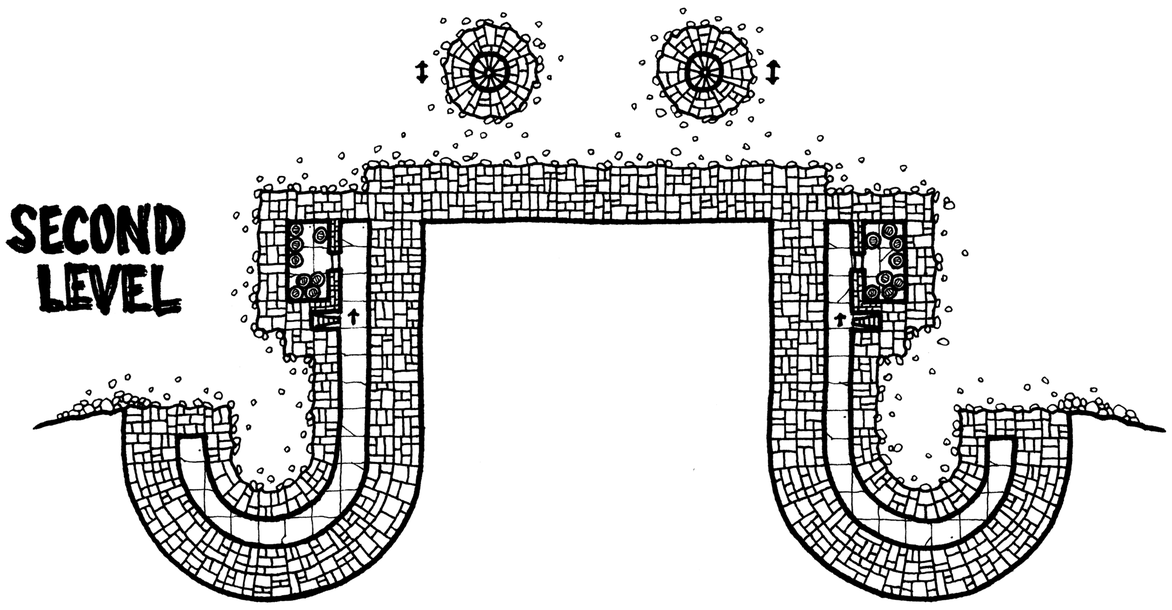
THIRD LEVEL



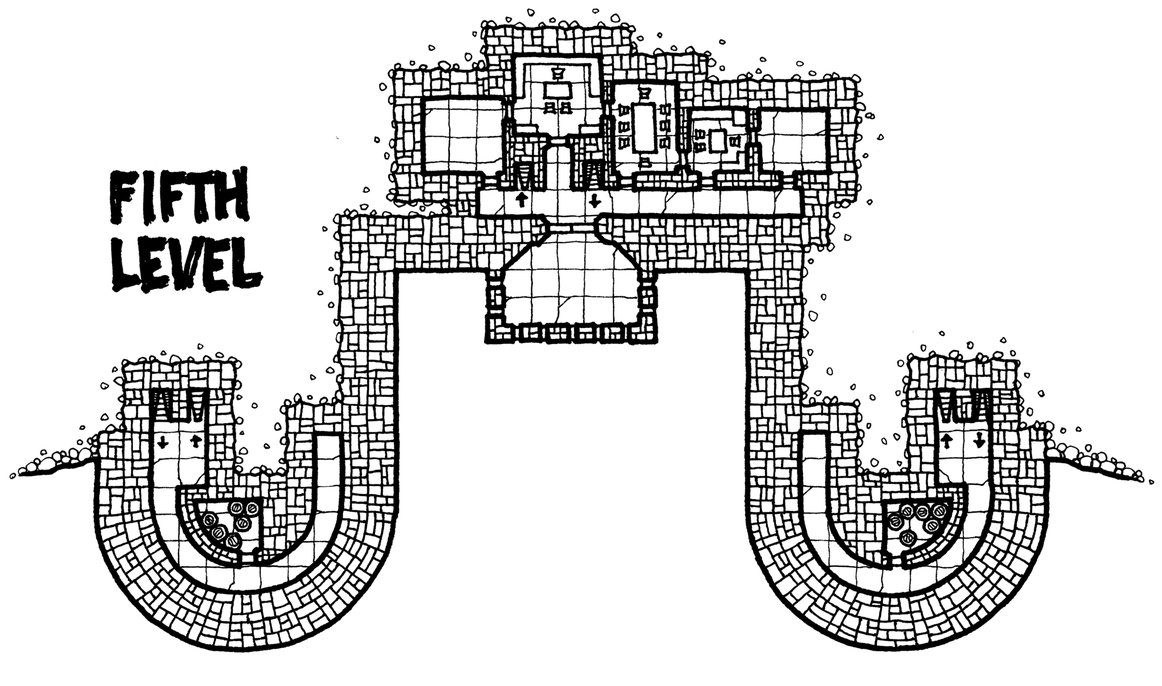
RAMPARTS



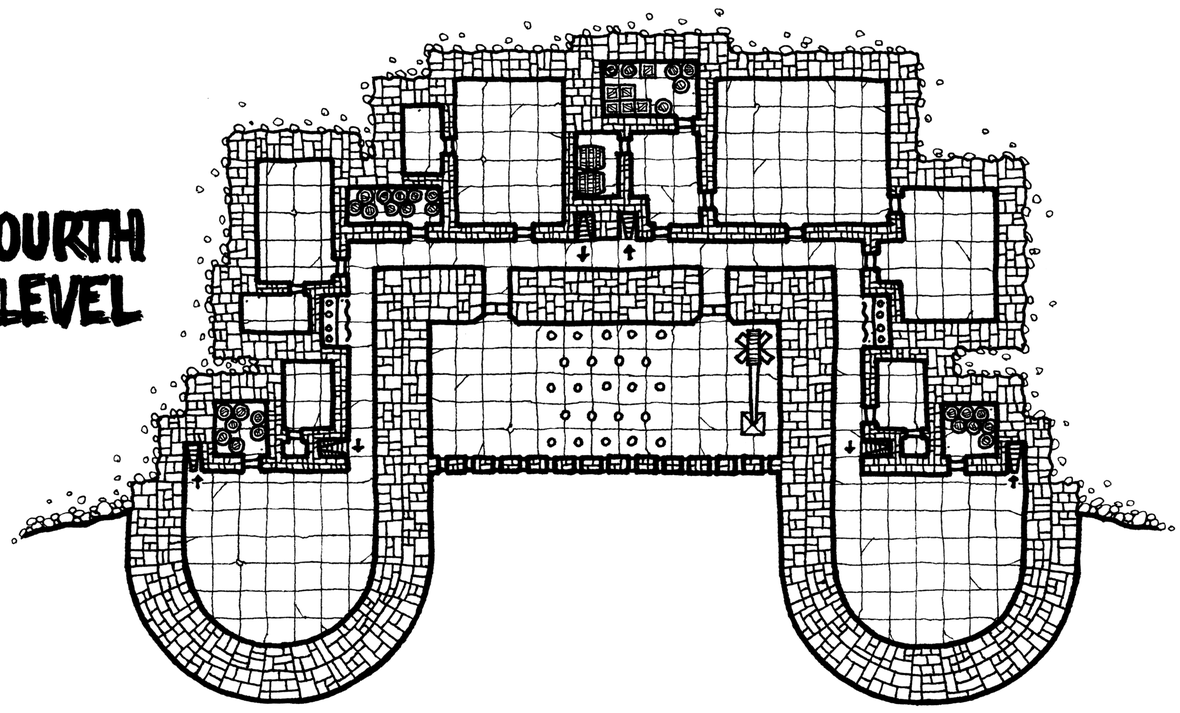
SECOND LEVEL

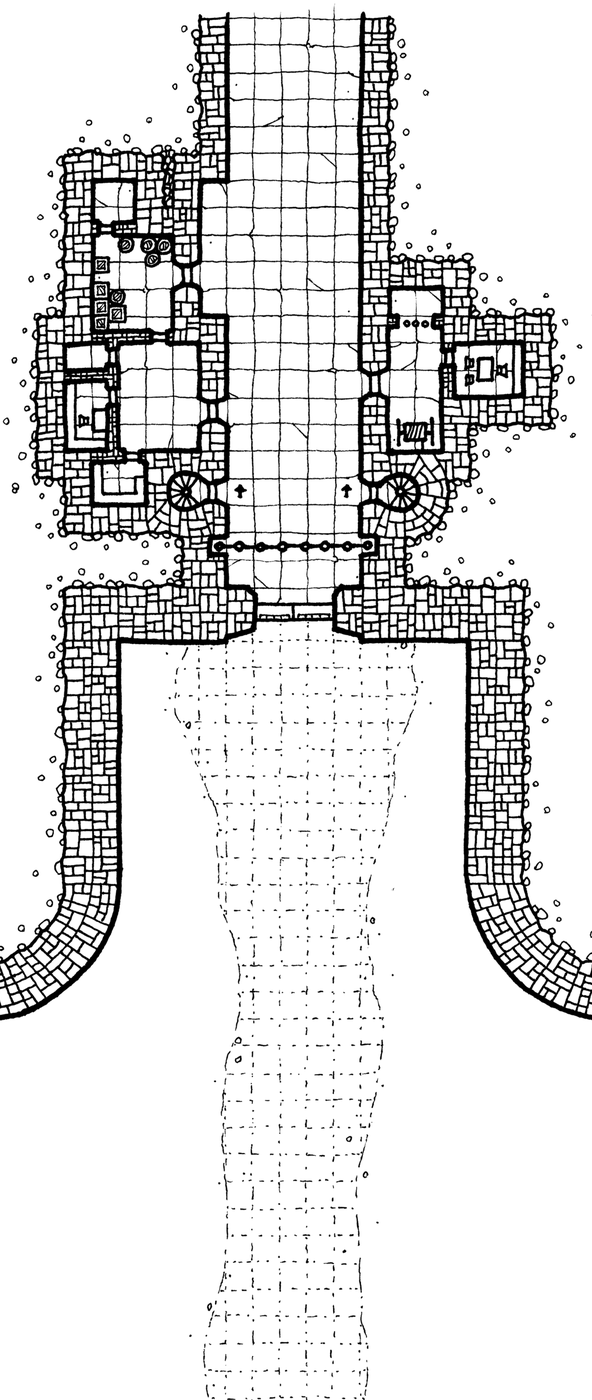


FIFTH LEVEL

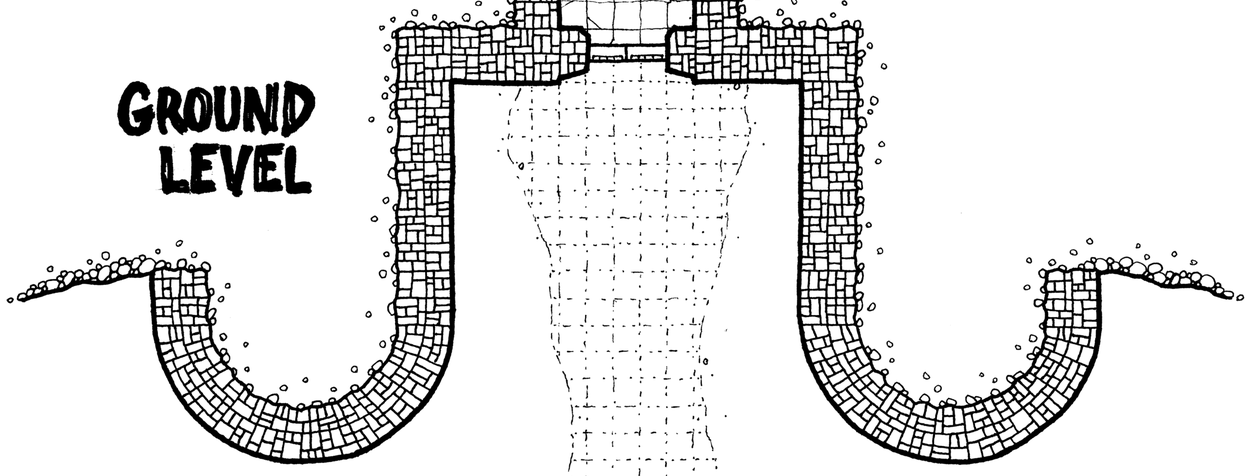


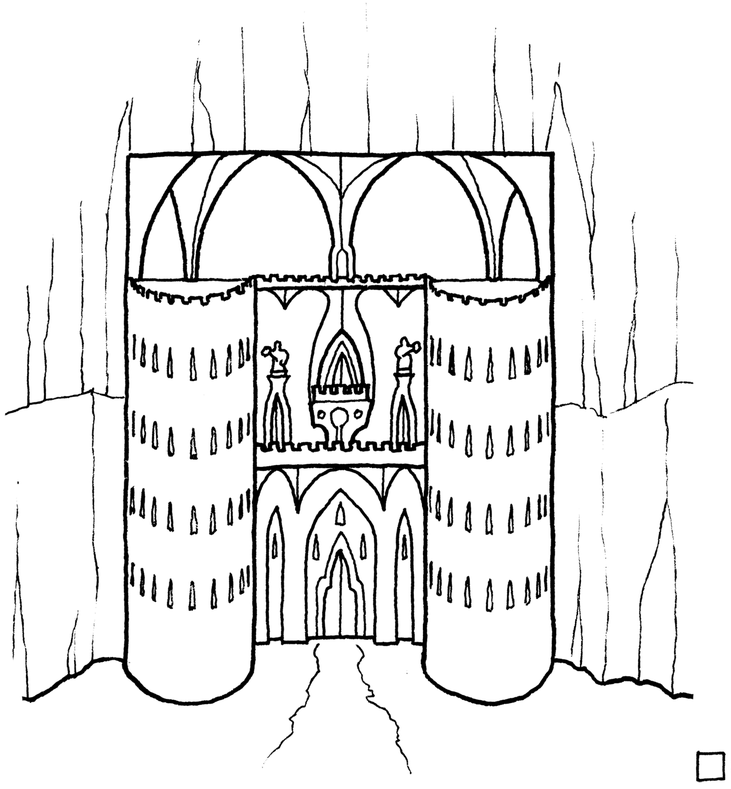
FOURTH LEVEL



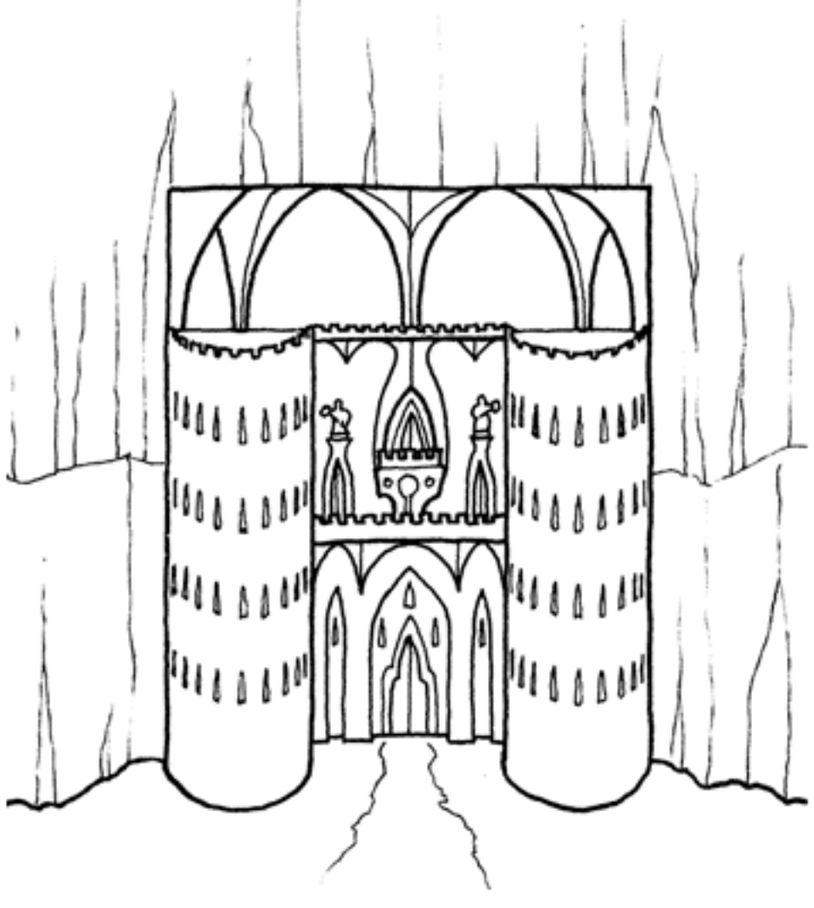


GROUND LEVEL





□=5'



The Gates of Brazenthrone

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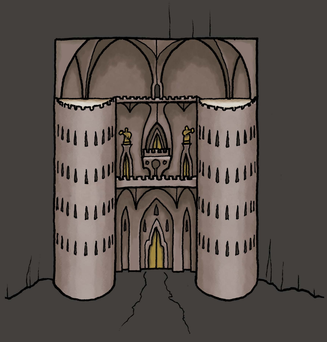
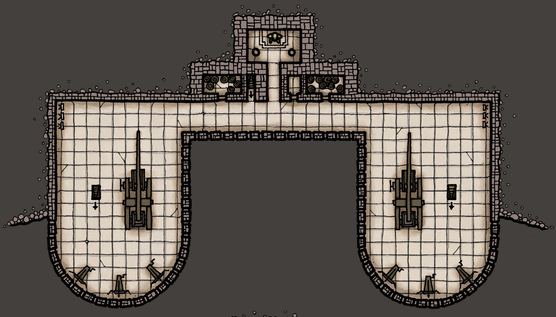
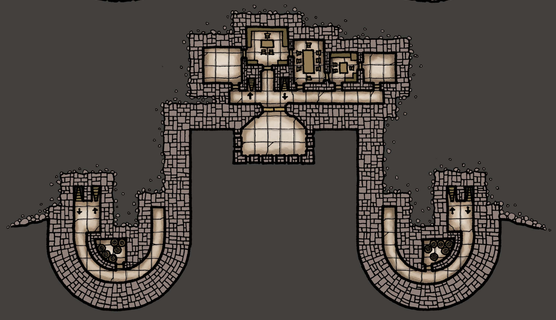
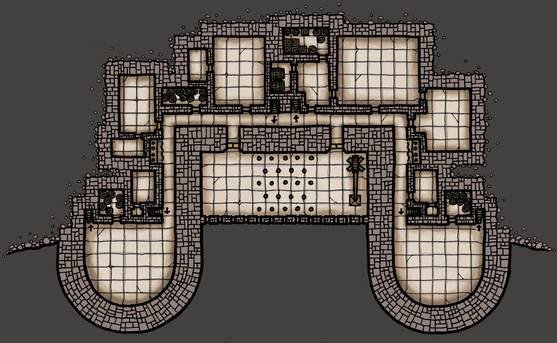
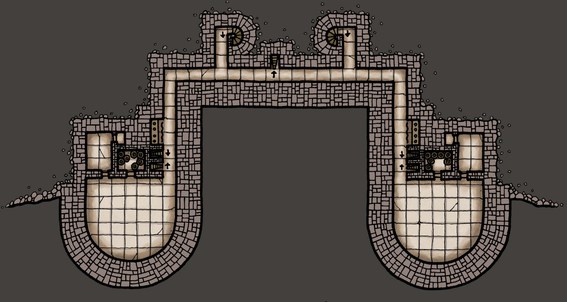
-These gates are Brazenthrone's only surface entrance and it's main line of defense against attacks from above.
-The customs office collects tariffs from all merchants entering the city. Failing to declare any goods brought for sale could be seen as smuggling by the guards. In case you're looking for a way to throw your players in the naughty box for a while.
-A large garrison is stationed here at all times, along with a high-ranking military officer to make sure things are in order in the event of an assault.
-Whatever the ranged weapon of choice for dwarves in your world happens to be, they have a lot of ammunition for it here.
-The Watch Captain, whose office is on the ground level, would deal with the day-to-day duties of permitting entrance to the city, turning certain people away, and enforcing the customs laws. He or she would be subordinate to the Garrison Commander.
-The shrine at the top of the ramparts is to Gorm Gulthyn, the dwarven god of vigilance and defense. Or whatever god is more appropriate for your setting.

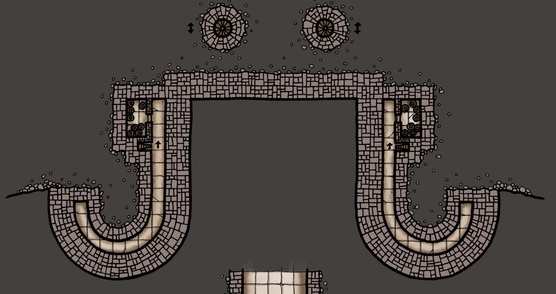


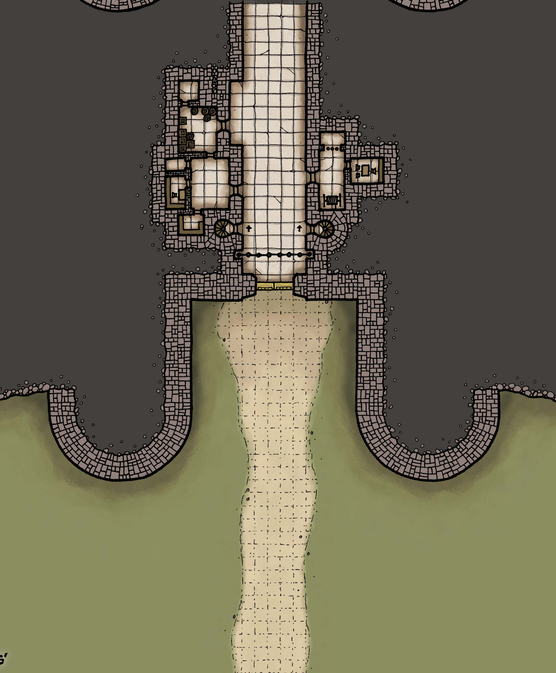












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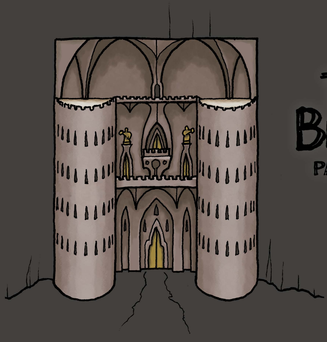

The Gates of Brazenthrone

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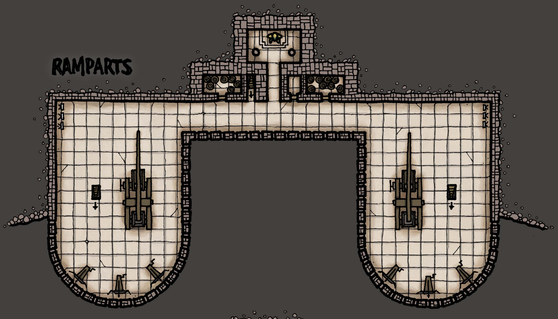
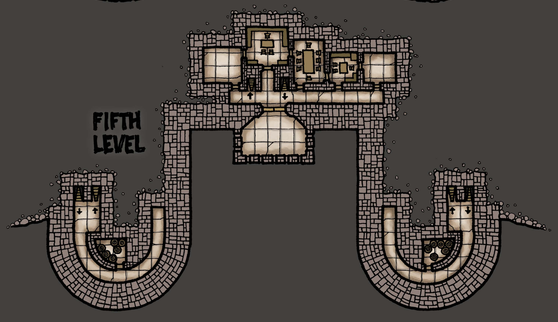
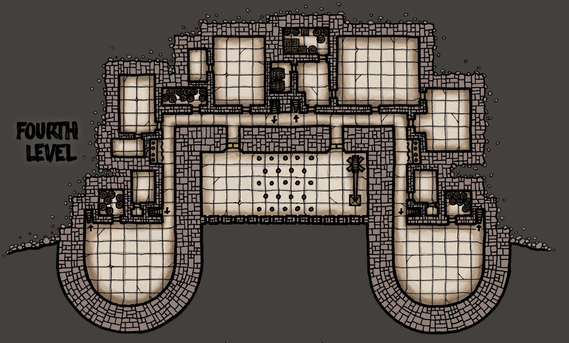
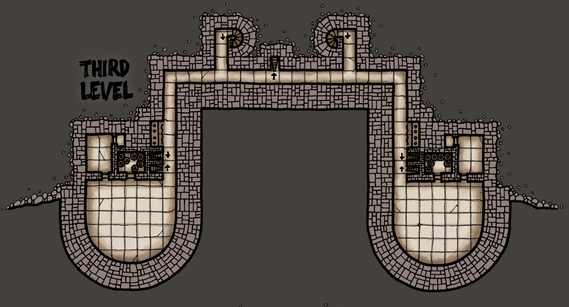
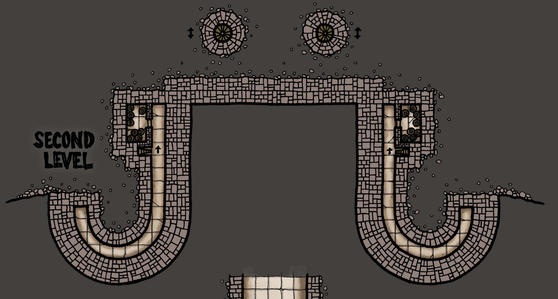
MILBYSMAPS.COM

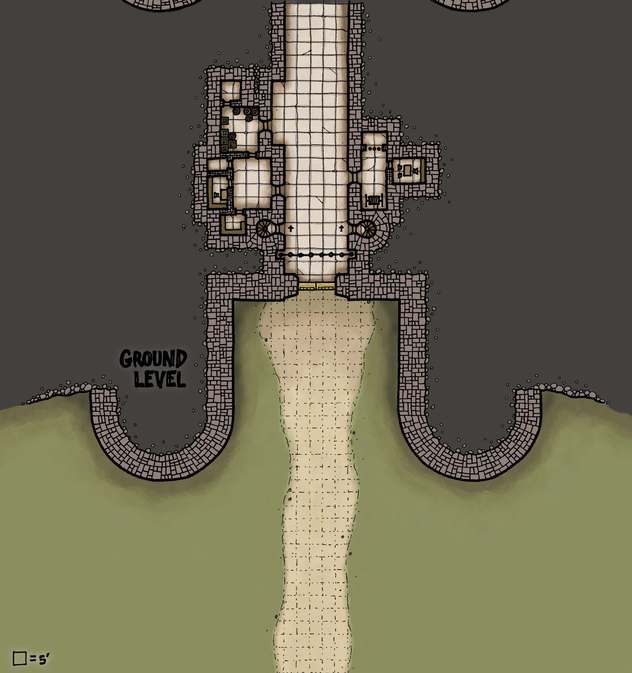






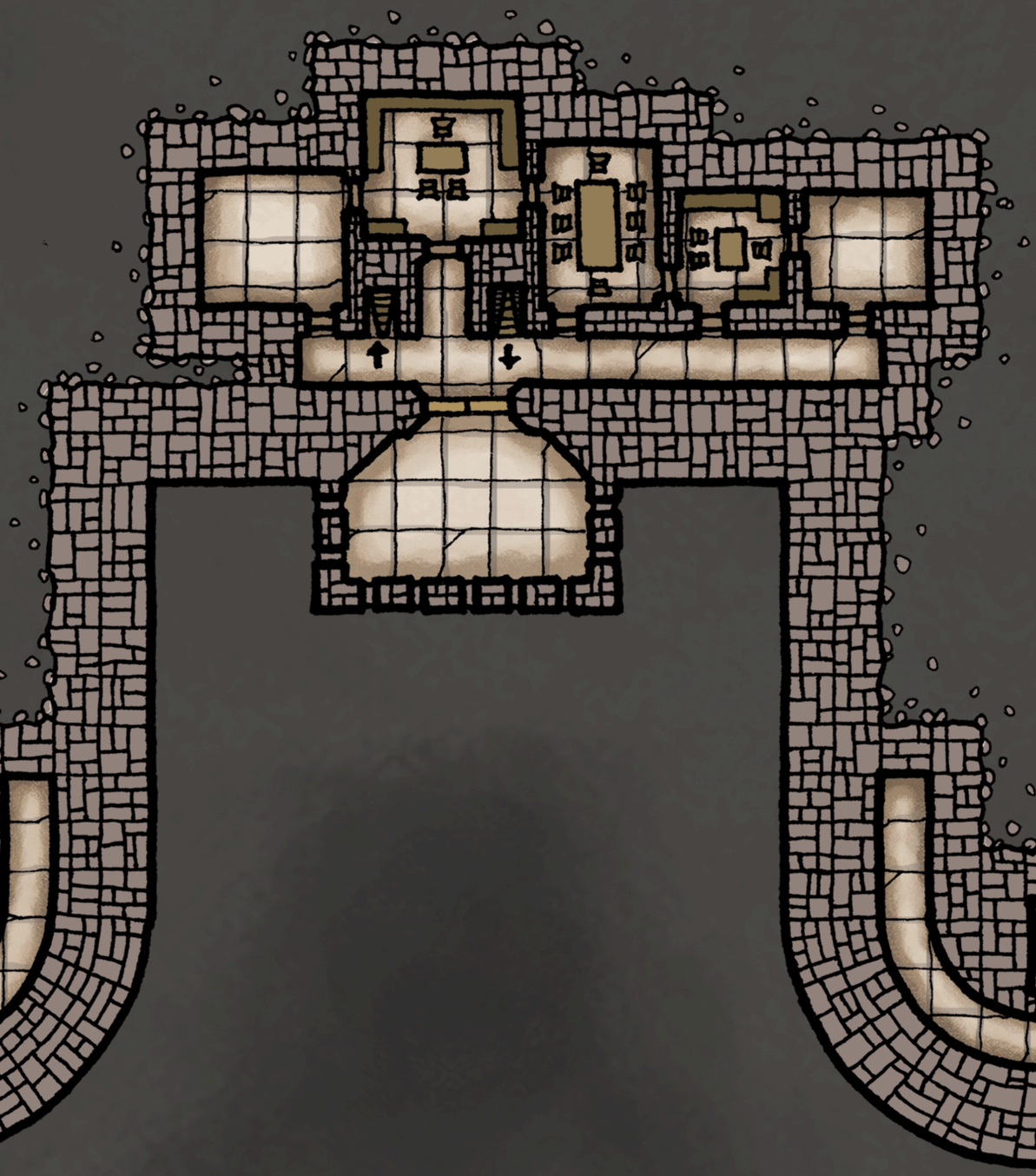


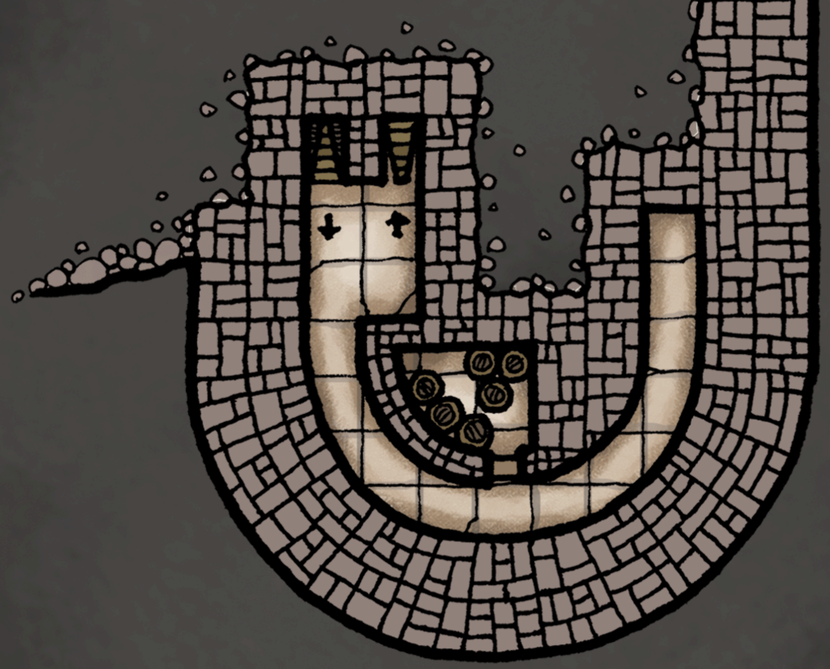


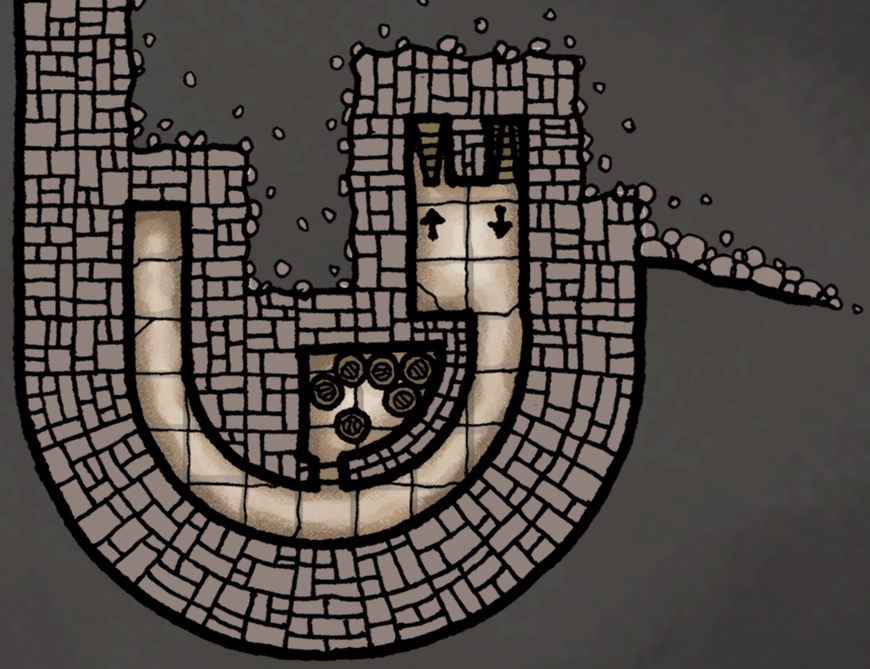


□=5'

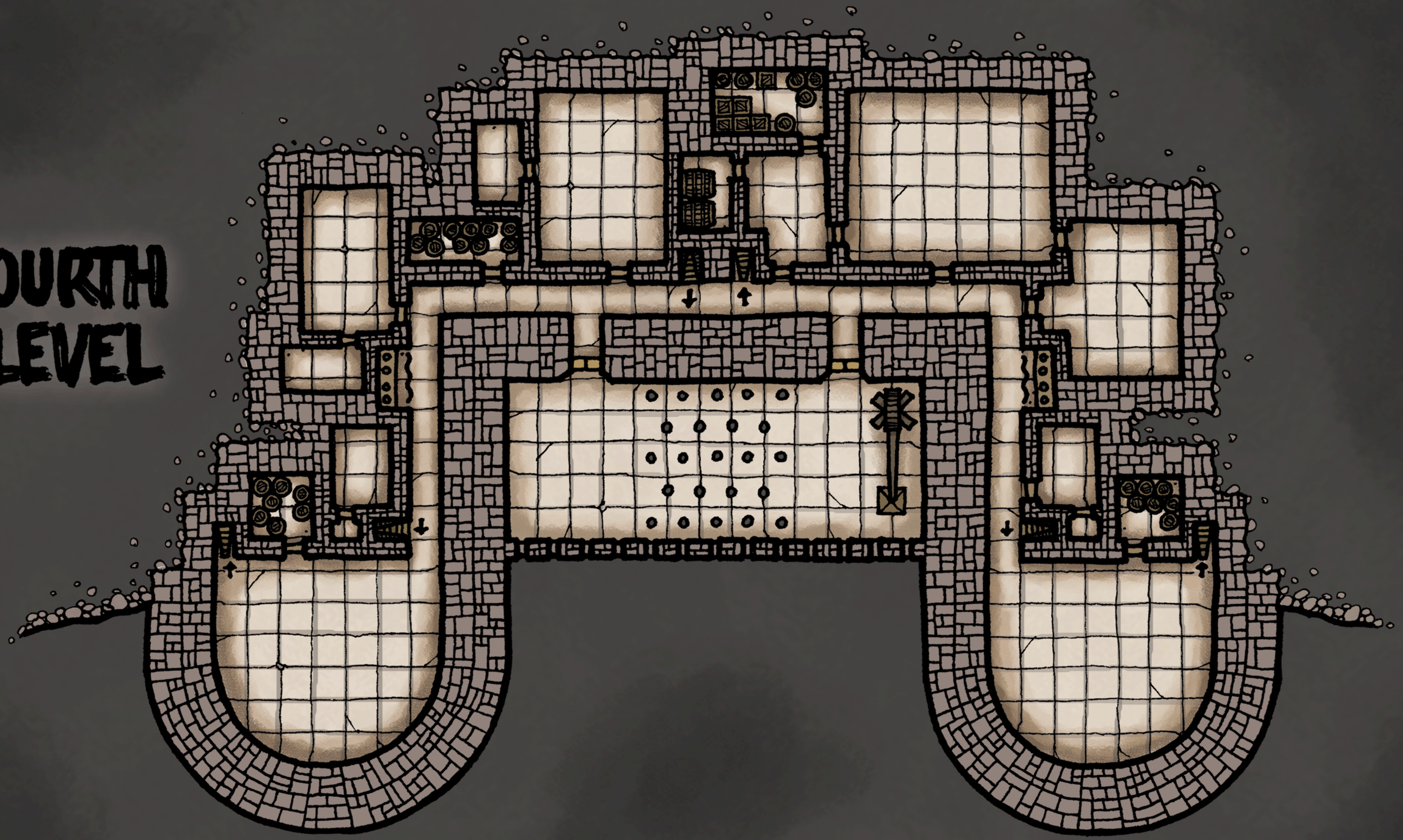
FIFTH LEVEL





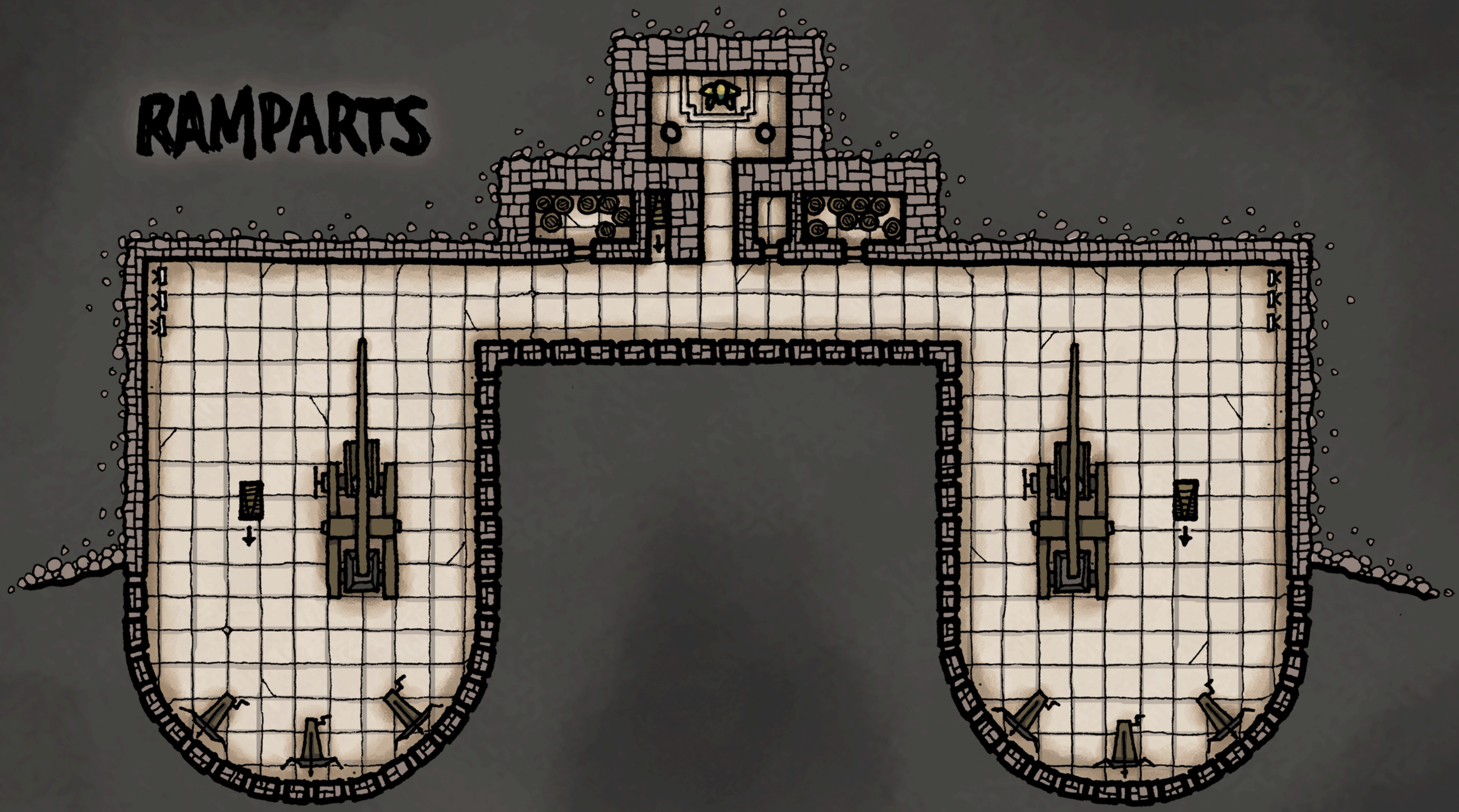


FOURTH LEVEL

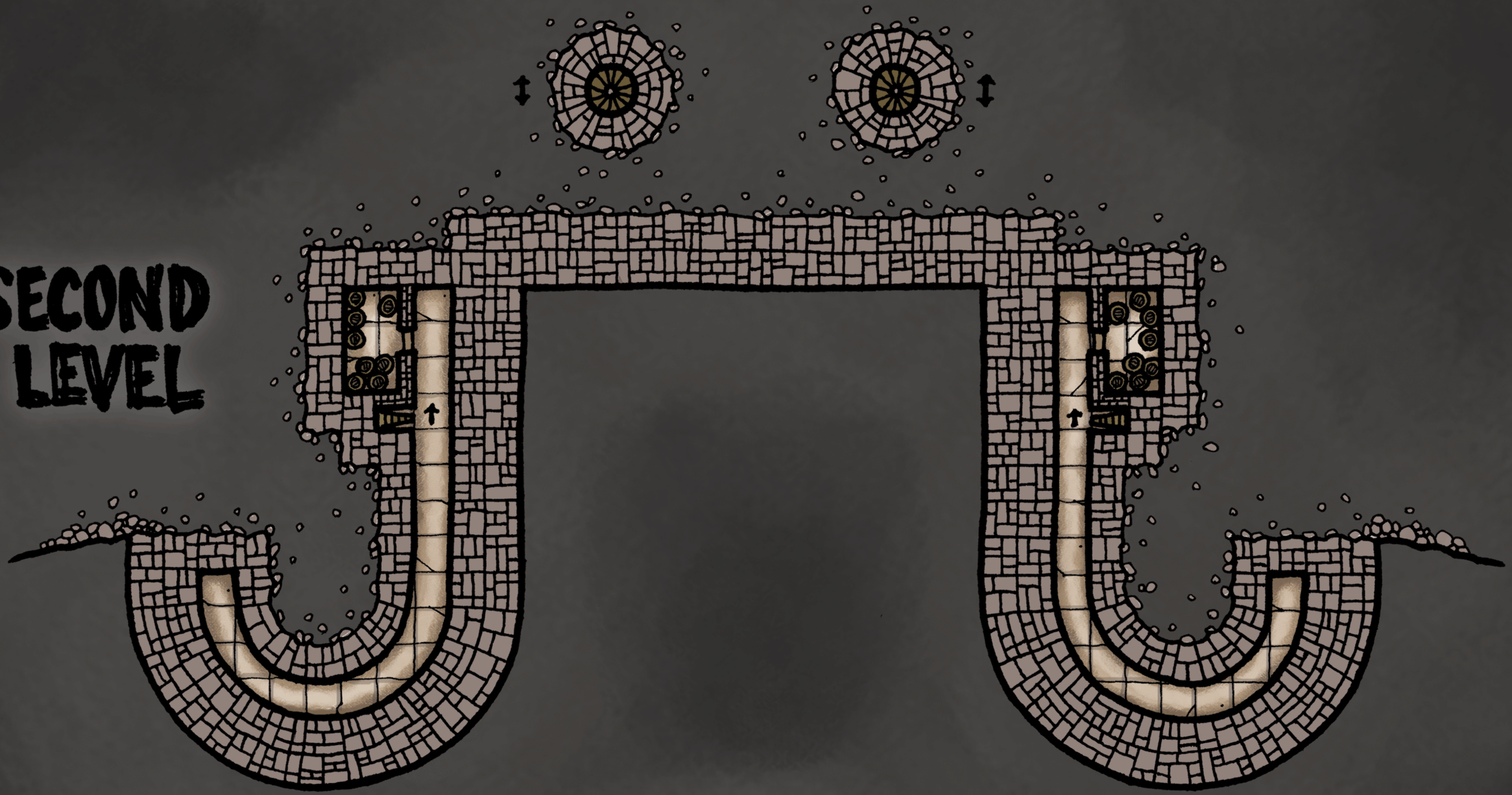
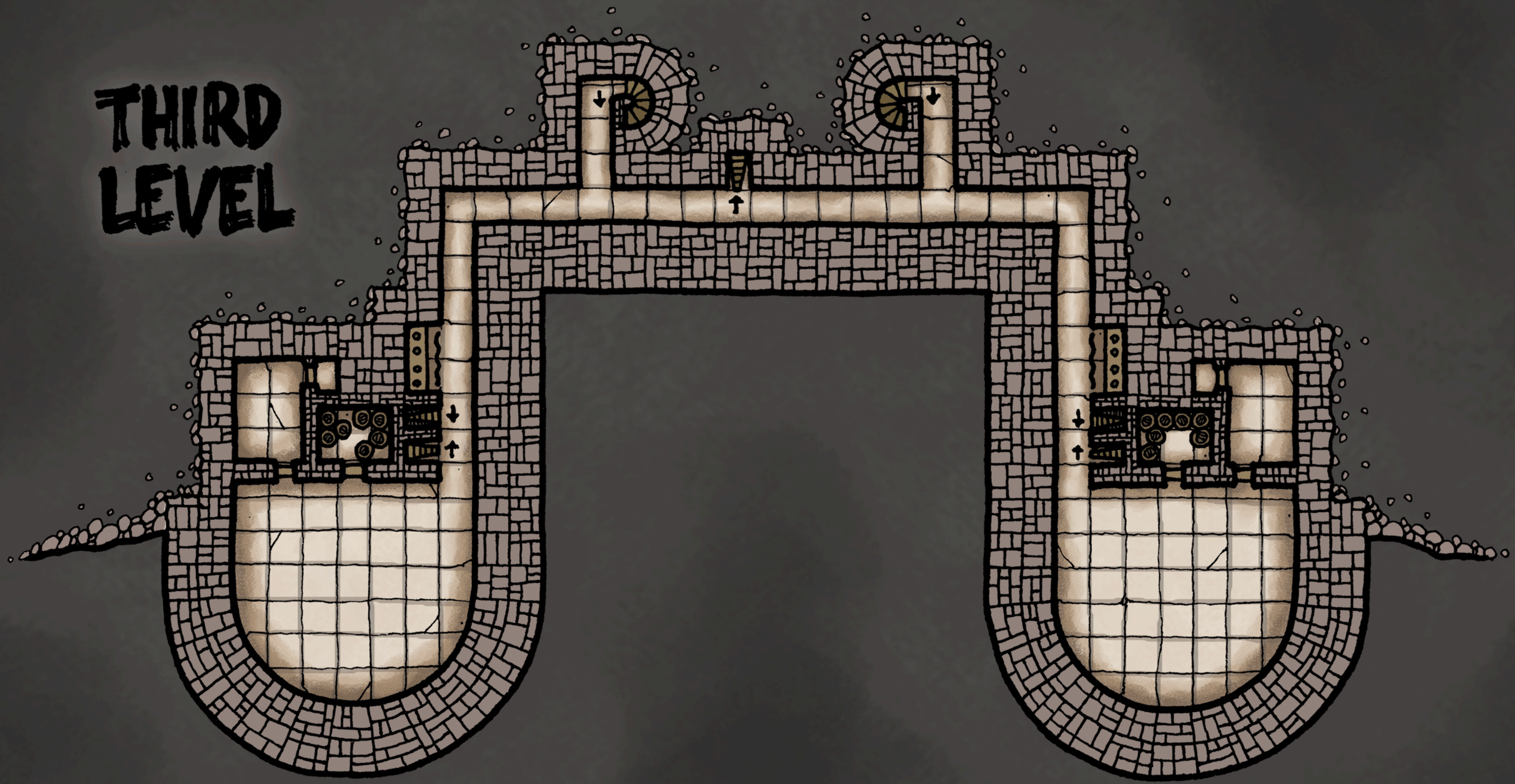


GROUND LEVEL

RAMPARTS



SECOND LEVEL



THIRD LEVEL