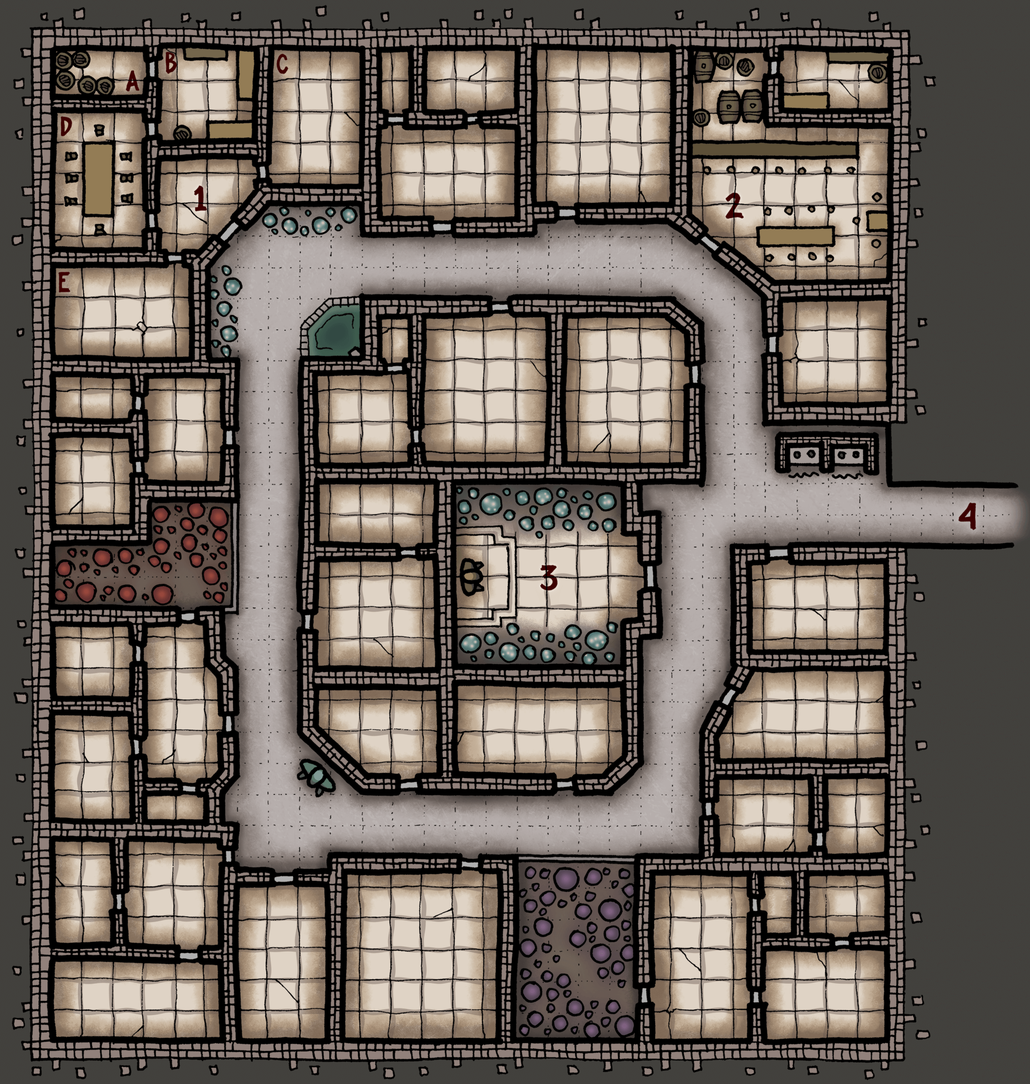
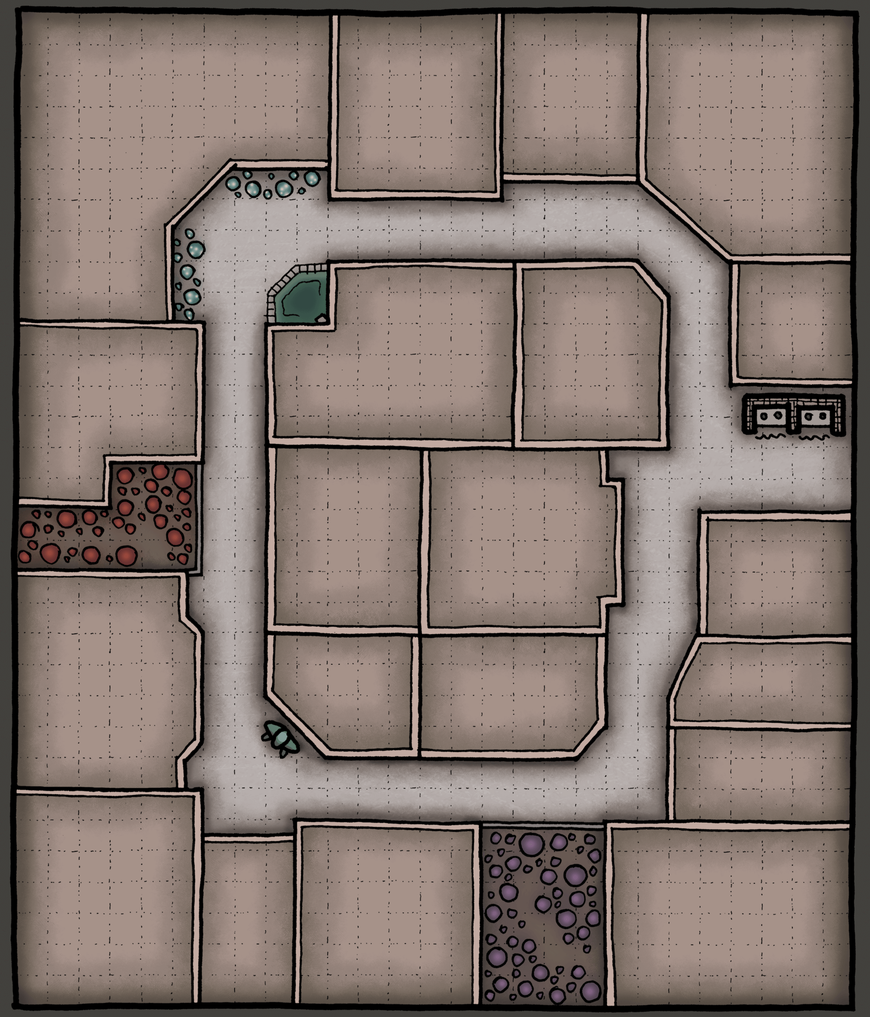


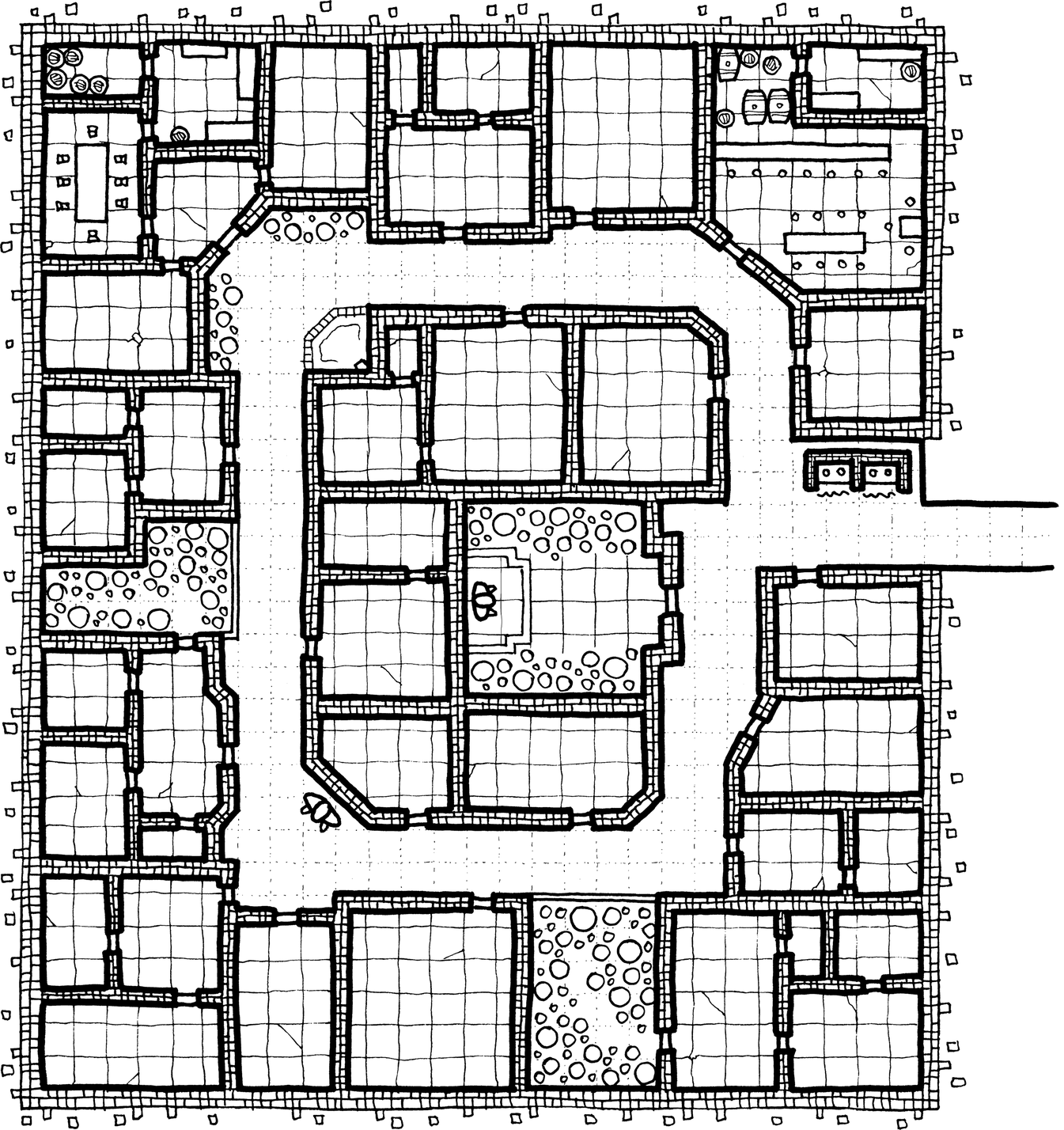


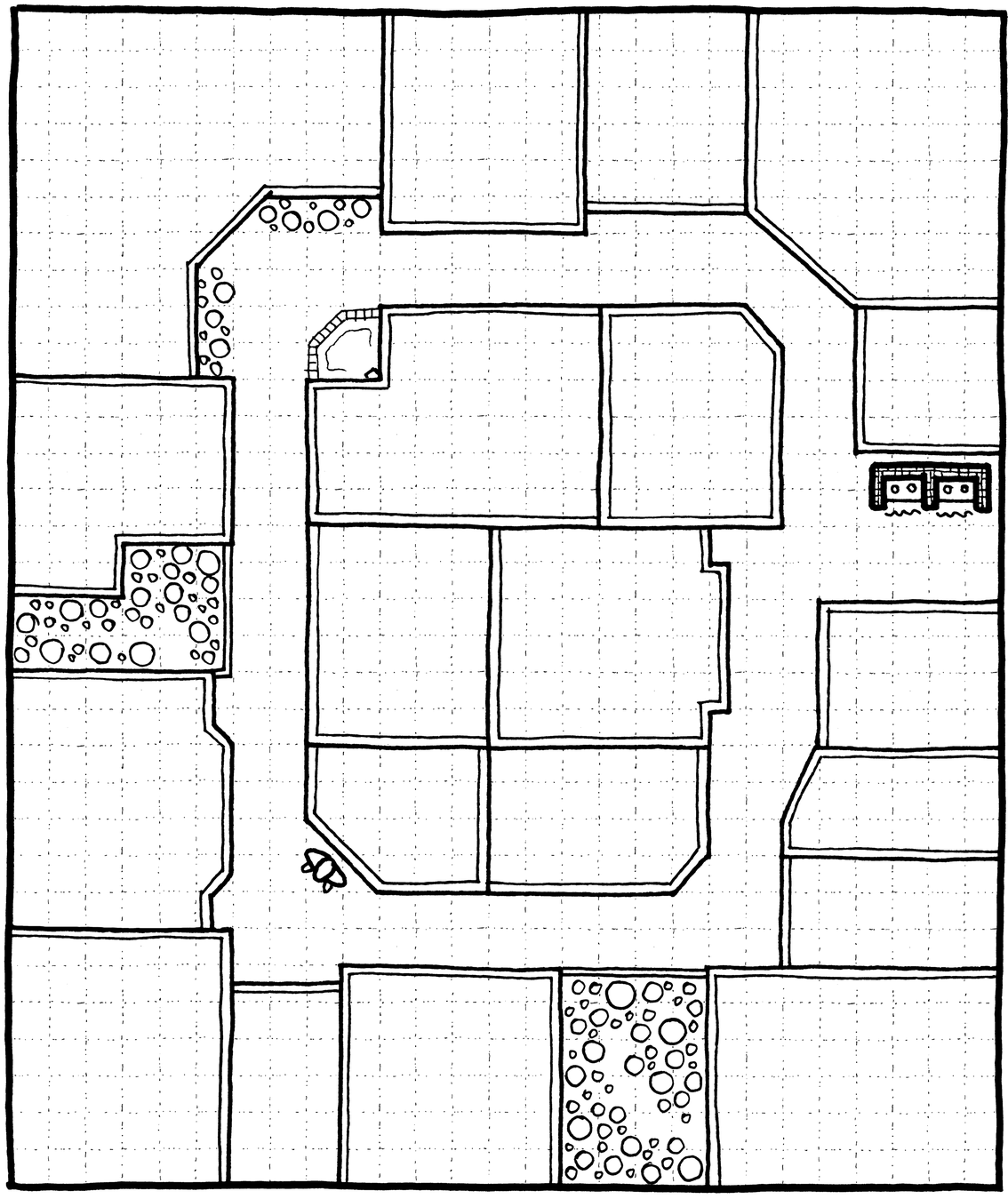
1 - Stonegardner Clanhall
- A - Pantry
- B - Kitchen
- C - Bedroom
- D - Dining Hall
- E - Parlor

2 - "The Blue Mold" Tavern

3 - Shrine (Thard Harr)

4 - To the Mushroom Farms

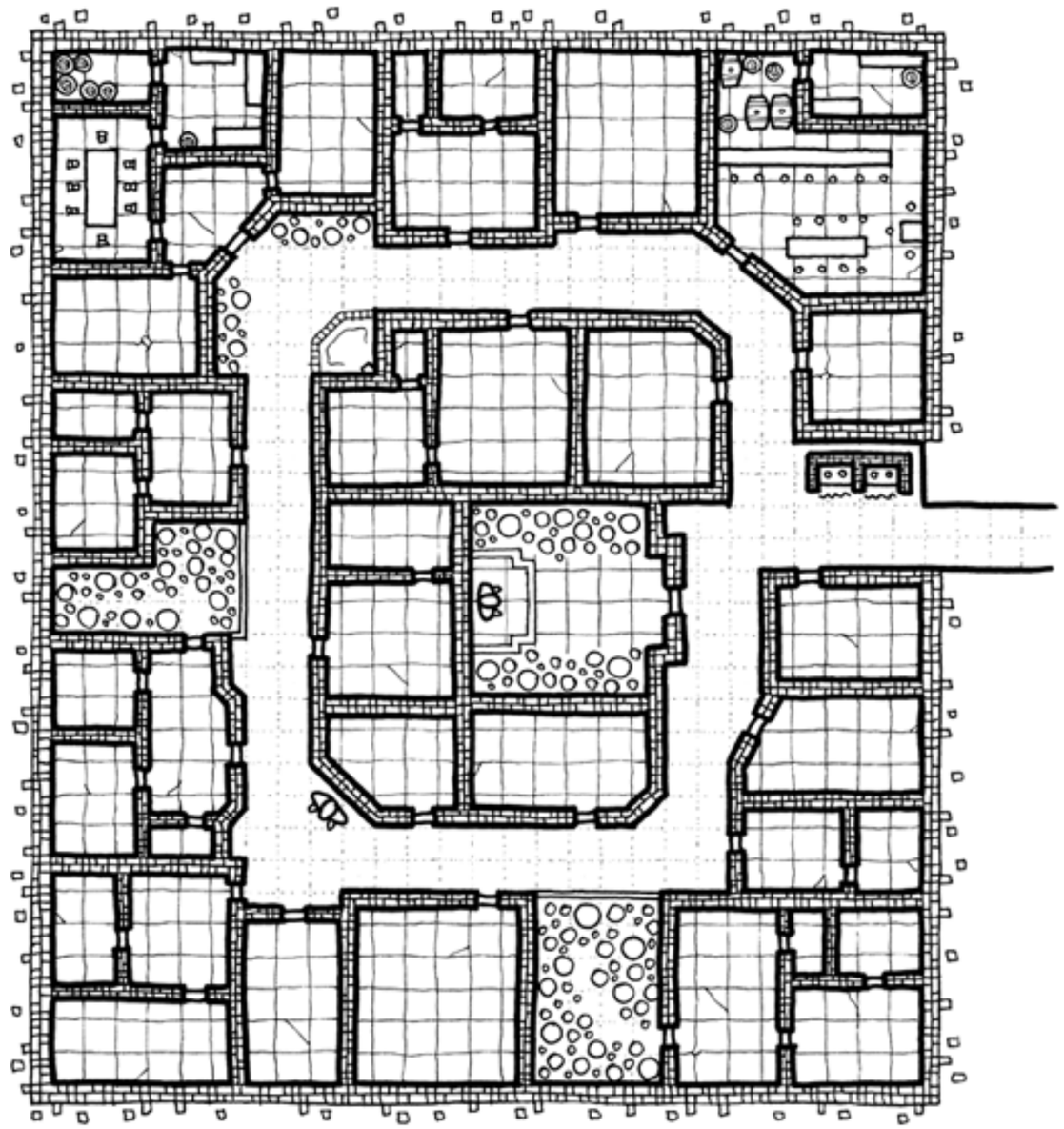
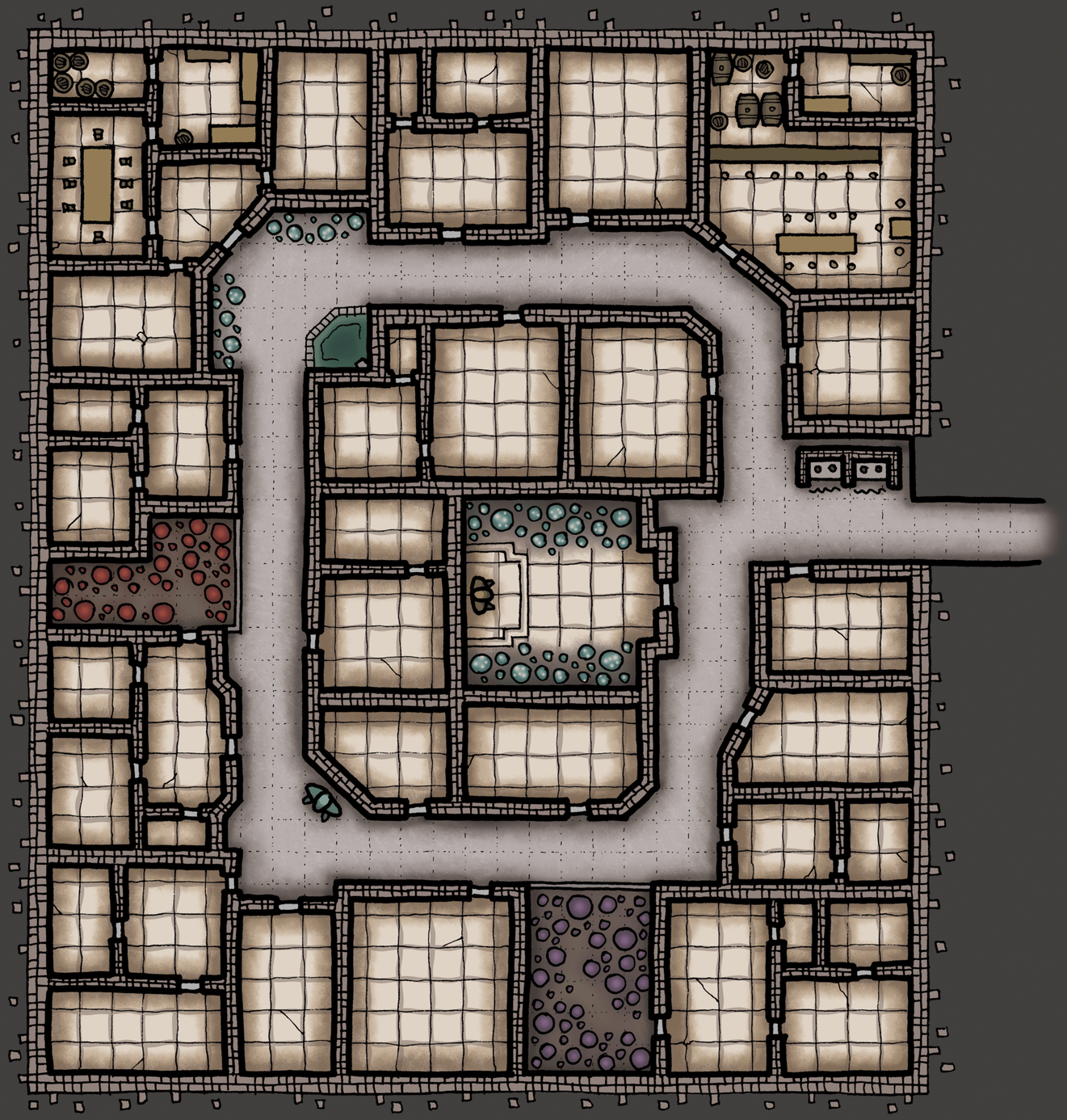
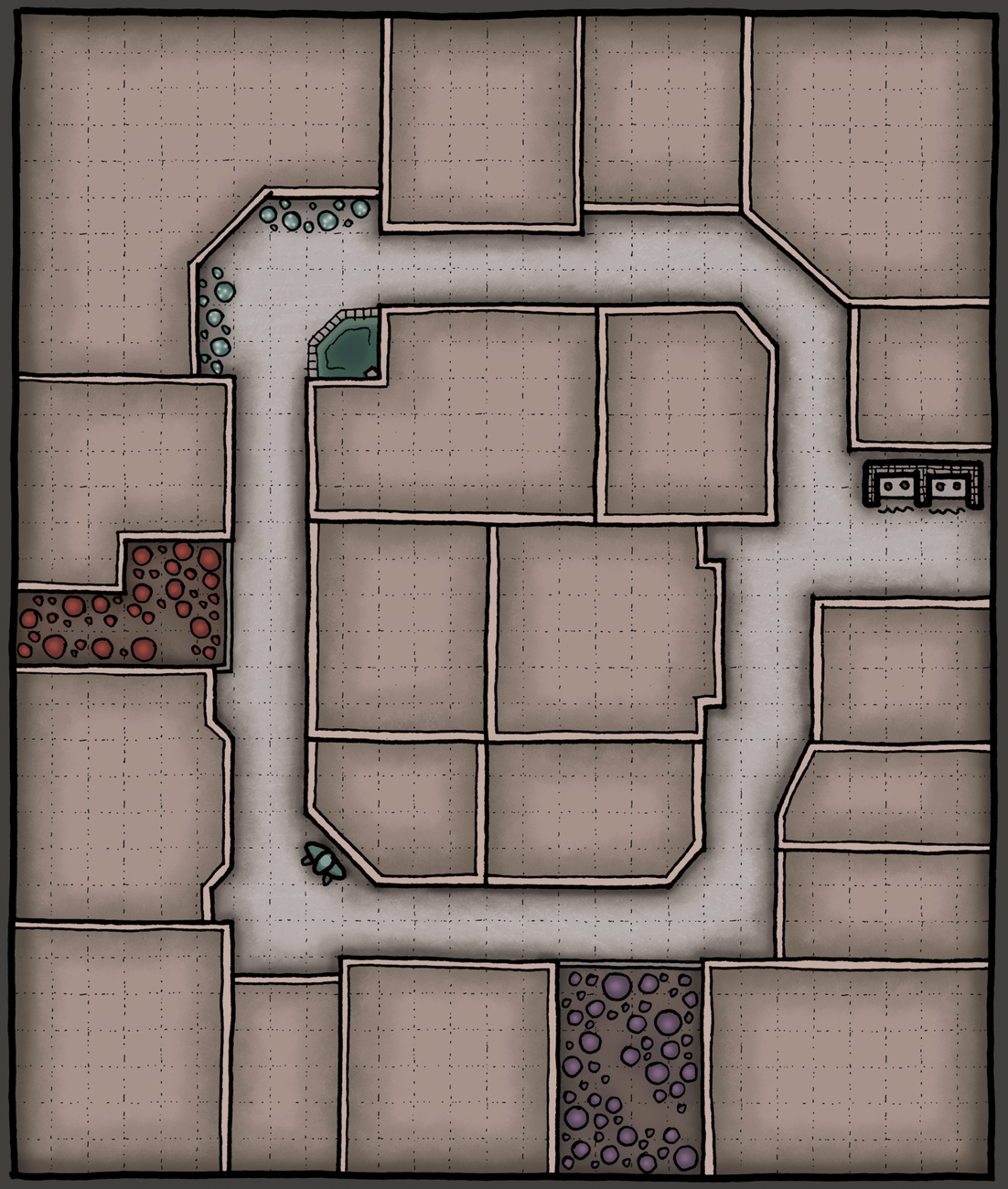




Freeholders' Hall

About

- Freeholders' Hall is a residential district adjacent to the Mushroom Farms, where most of the residents spend their days cultivating crops.
- Cultivating mushrooms can be a very profitable profession, especially for those farmers able to turn a large harvest from their freehold every few months. Some families in the area have been doing so for several generations and are now quite well-off. Others are newer to the business and only turn a modest living.
- While most families here are lowborn, one high clan calls Freeholders' Hall home: the Stonegardners. The clan was one of the first freeholders and has long been the most successful cultivators in the city. One might expect a high clan living among the lowborn to face resentment for their status, but, in fact, they are highly respected in the community for their willingness to share their knowledge and secrets to help other freeholding families improve their yields. This guidance and assistance of others is a tradition the Stonegardners regard as their clan's sacred duty, as they were made a high clan in recognition of their longtime practice of doing so.

Notes

- For more information on freeholders, see the DM notes for the Mushroom Farms.
- The local shrine is dedicated to Thard Harr, the dwarven god of nature and survival. The statue standing on the altar depicts the deity as a completely naked jungle dwarf with long dreadlocks and full body tattoos. Of the many statues in Brazenthrone, it is somewhat notable as the only one featuring full frontal nudity.