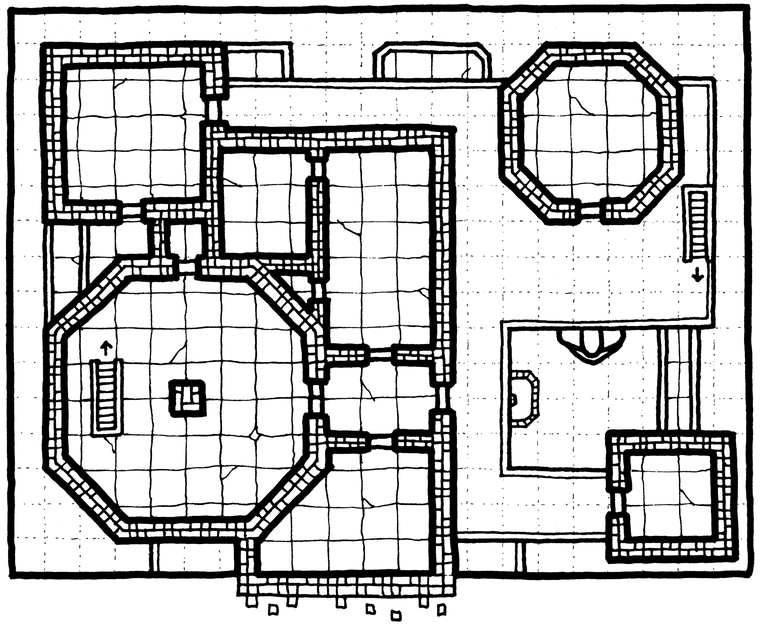
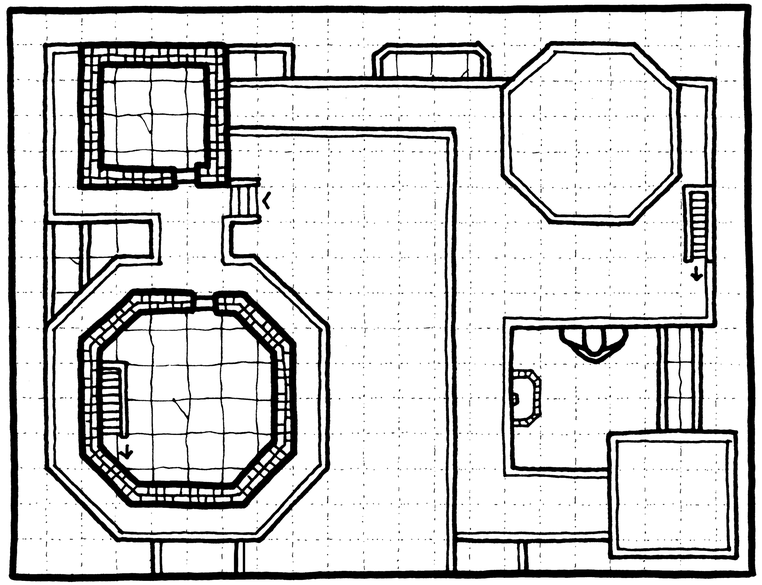
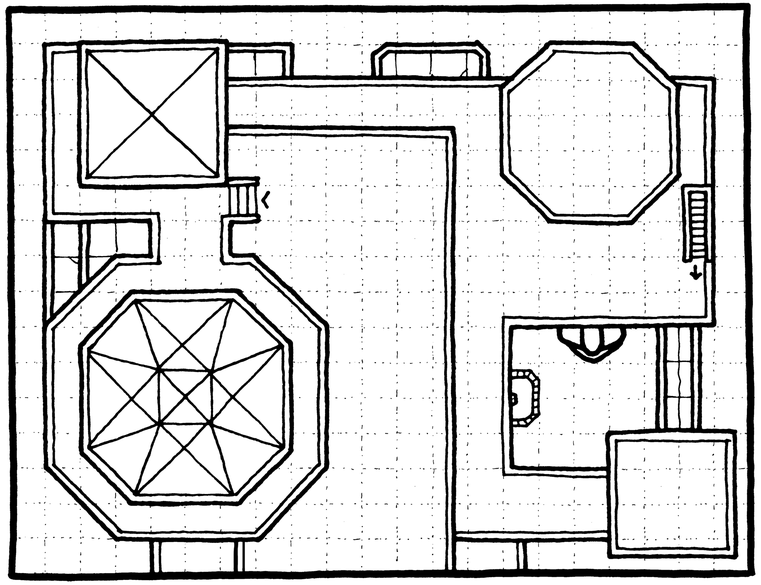
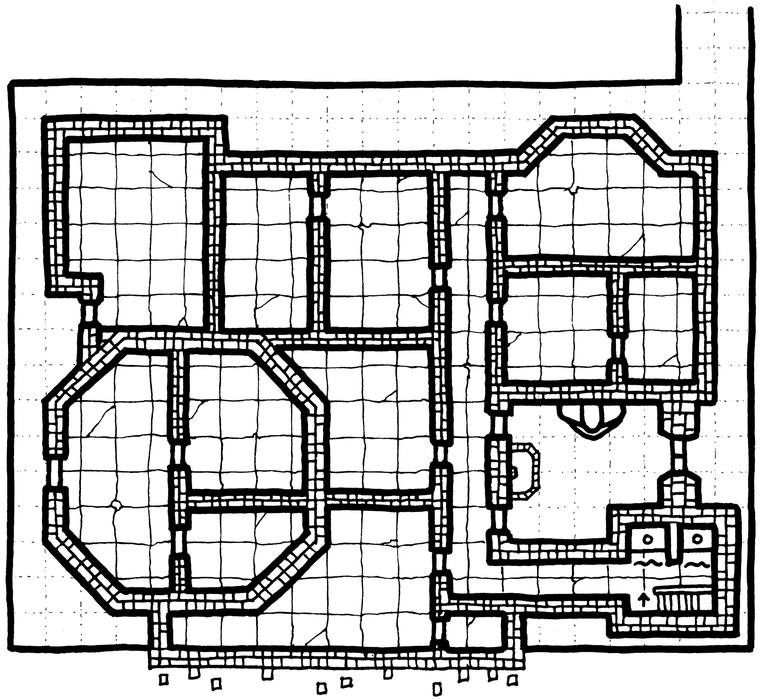
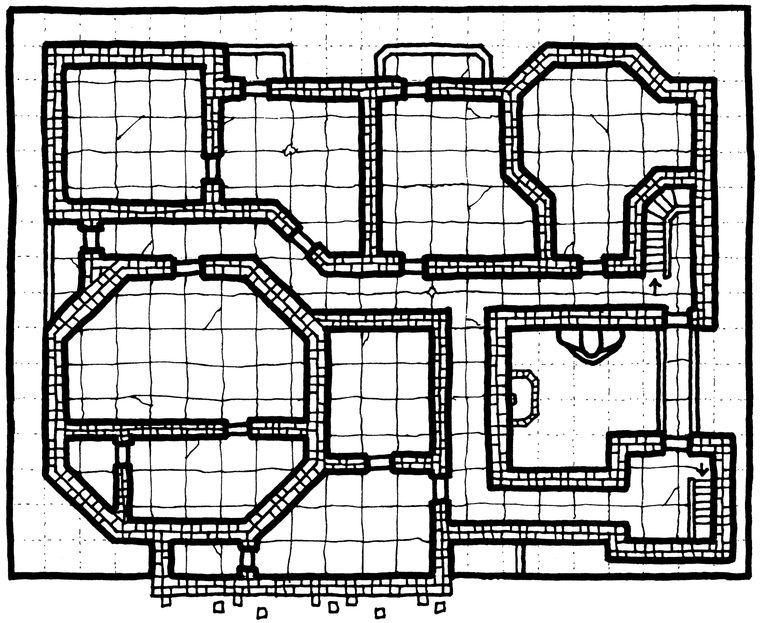


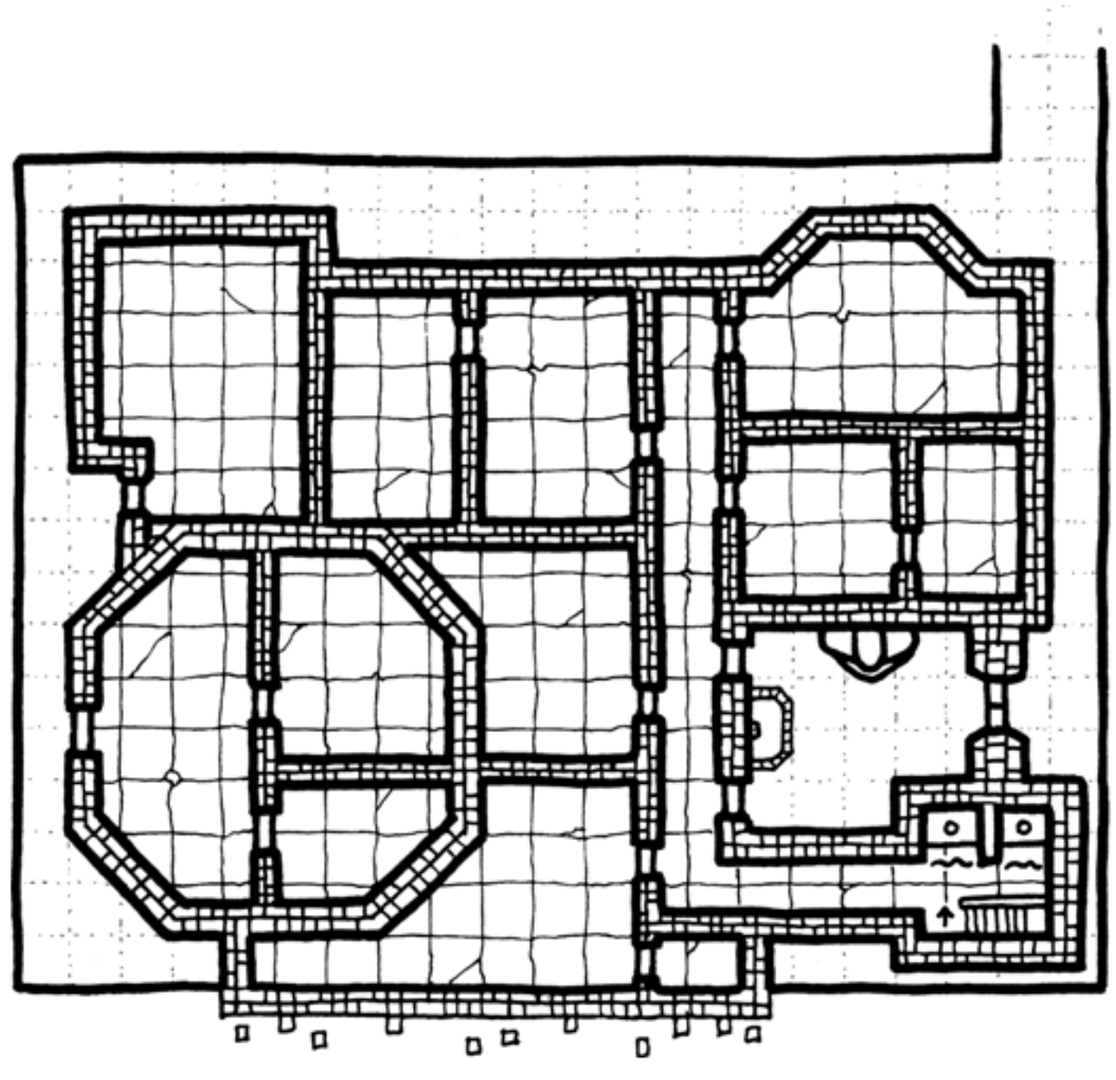
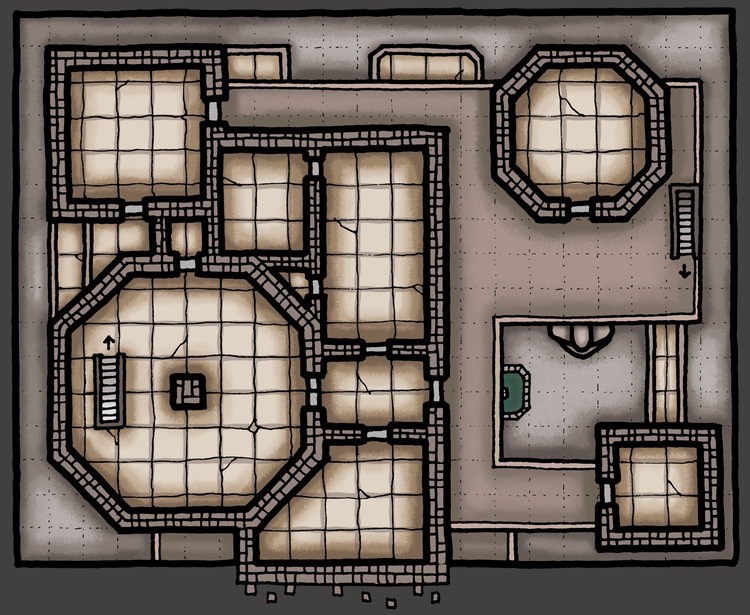
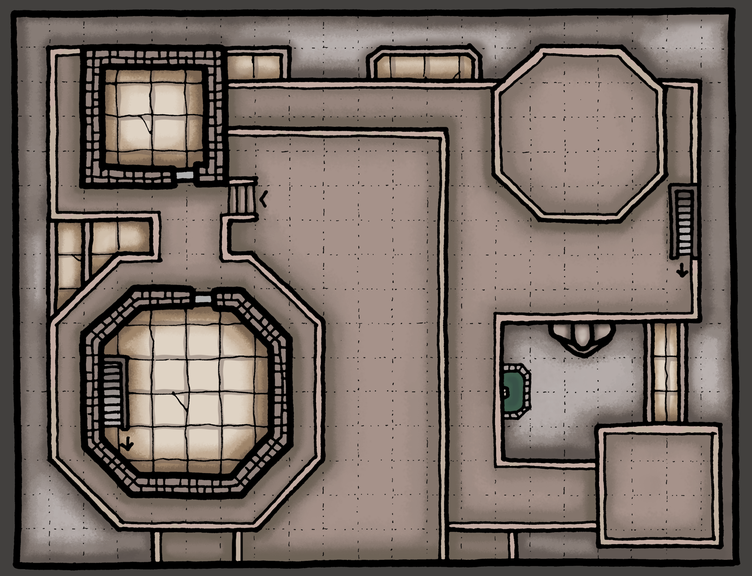
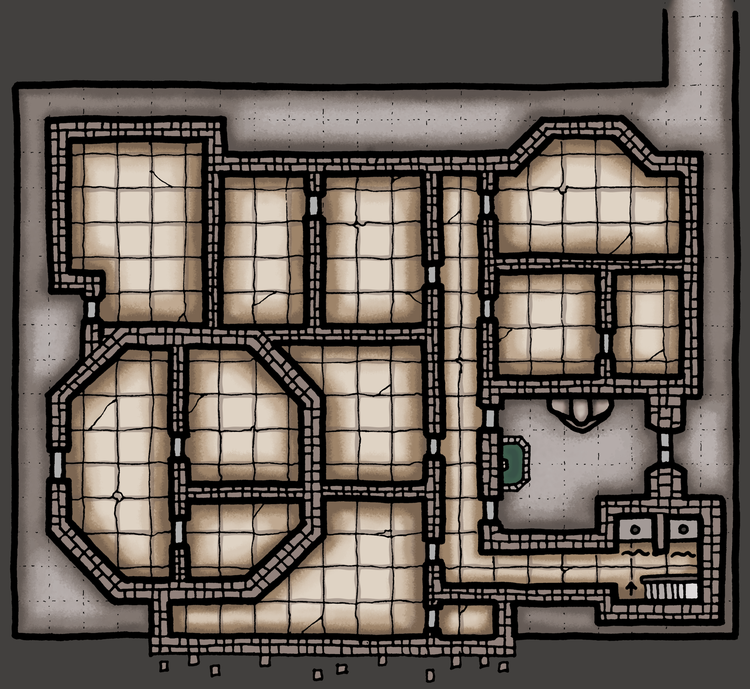
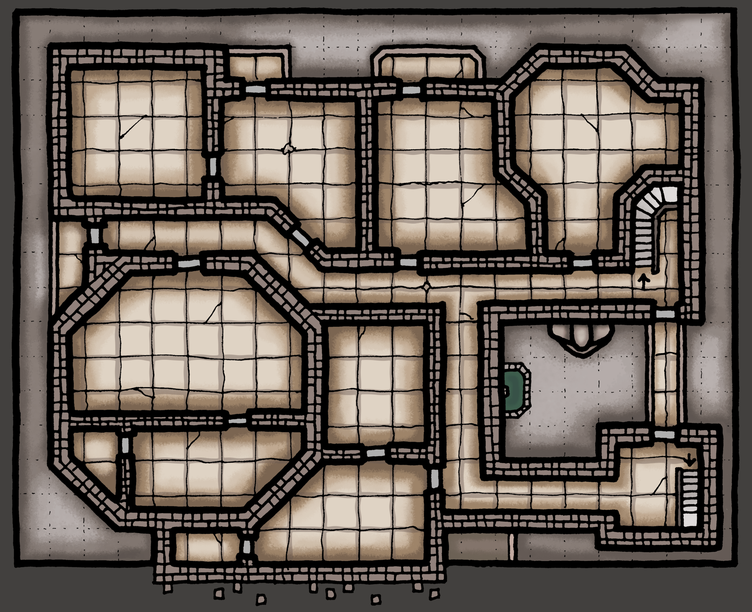








The Bloody Hall



- The Bloody Hall is one of Brazenthrone's many residential districts. Unlike the others, all the homes in the Bloody Hall are in a single building. The hall is also one of the city's newest chambers, having been excavated only 100 years ago.
- The building, originally known as Amber Manor, was constructed by a fabulously wealthy merchant named Dolom Amberbrow, who also paid for the excavation of the chamber itself.
- Dolom's vision for the manor was strange and ever-changing. Large parts of the initial plan were changed halfway through construction and a number of rooms were ordered to be torn down and rebuilt. An impatient man, Dolom refused to give the architects adequate time to review the changing plans to ensure the soundness of the new designs. This led to a number of fatalities among the workers as roofs and walls collapsed from inadequate support. This also led to Amber Hall becoming known as the Bloody Hall.
- The death toll stood at 11 when construction stopped. A judge ordered Dolom to make large restitution payments to the families of the deceased as punishment for his negligence. Afterwards, he was to be exiled.
- The restitution was paid, in part, by signing over the mostly-complete Amber Manor to the families. The value of the building was questionable, as the bizarre design and layout of the place had already led to many calling it, "the greatest abomination in the history of dwarven architecture." Thus, it was decided that the manor would be divided into smaller residences and sold piecemeal.
- The statue in the courtyard once depicted Dolom Amberbrow, but was recarved into the likeness of the High King's grandfather, Cian (KEE-in) the Just.