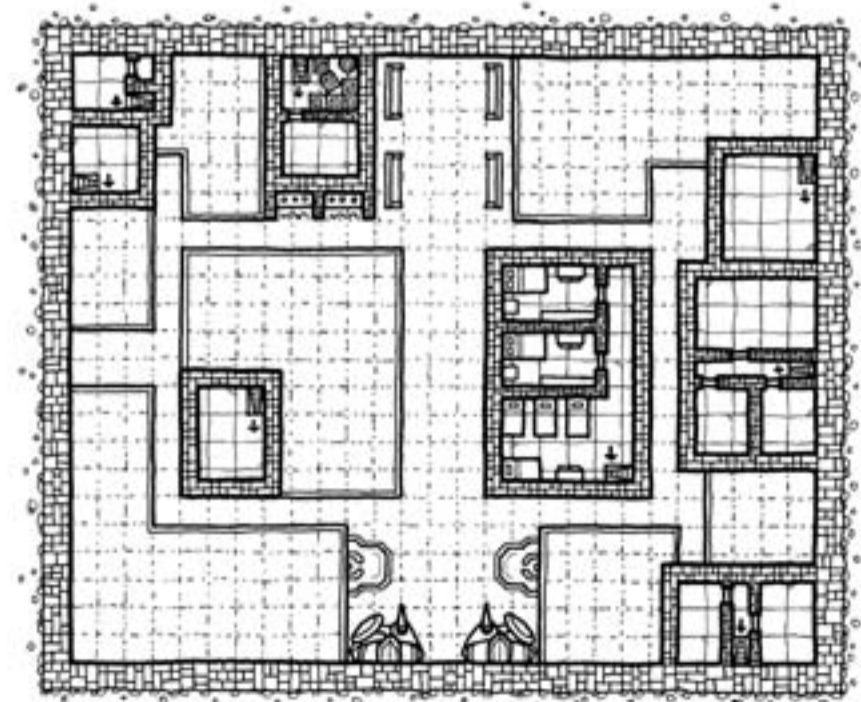
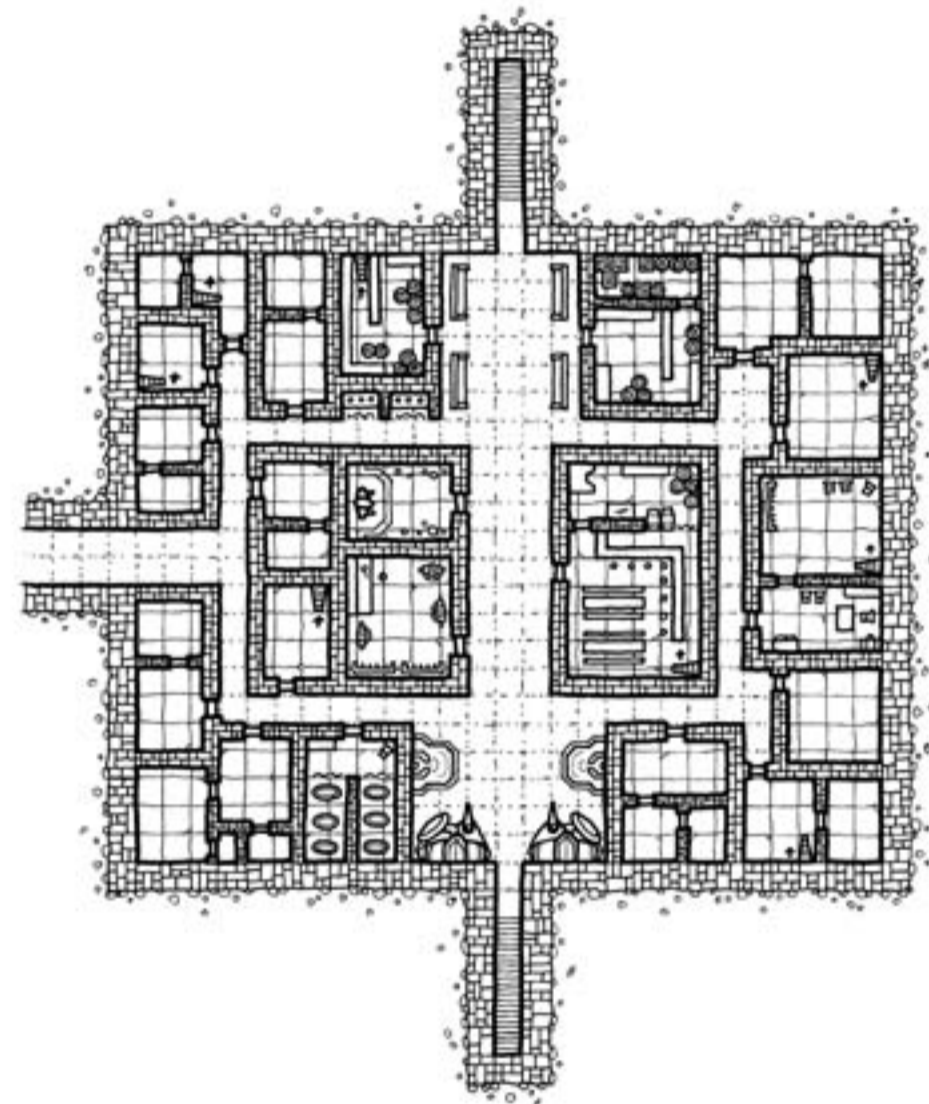
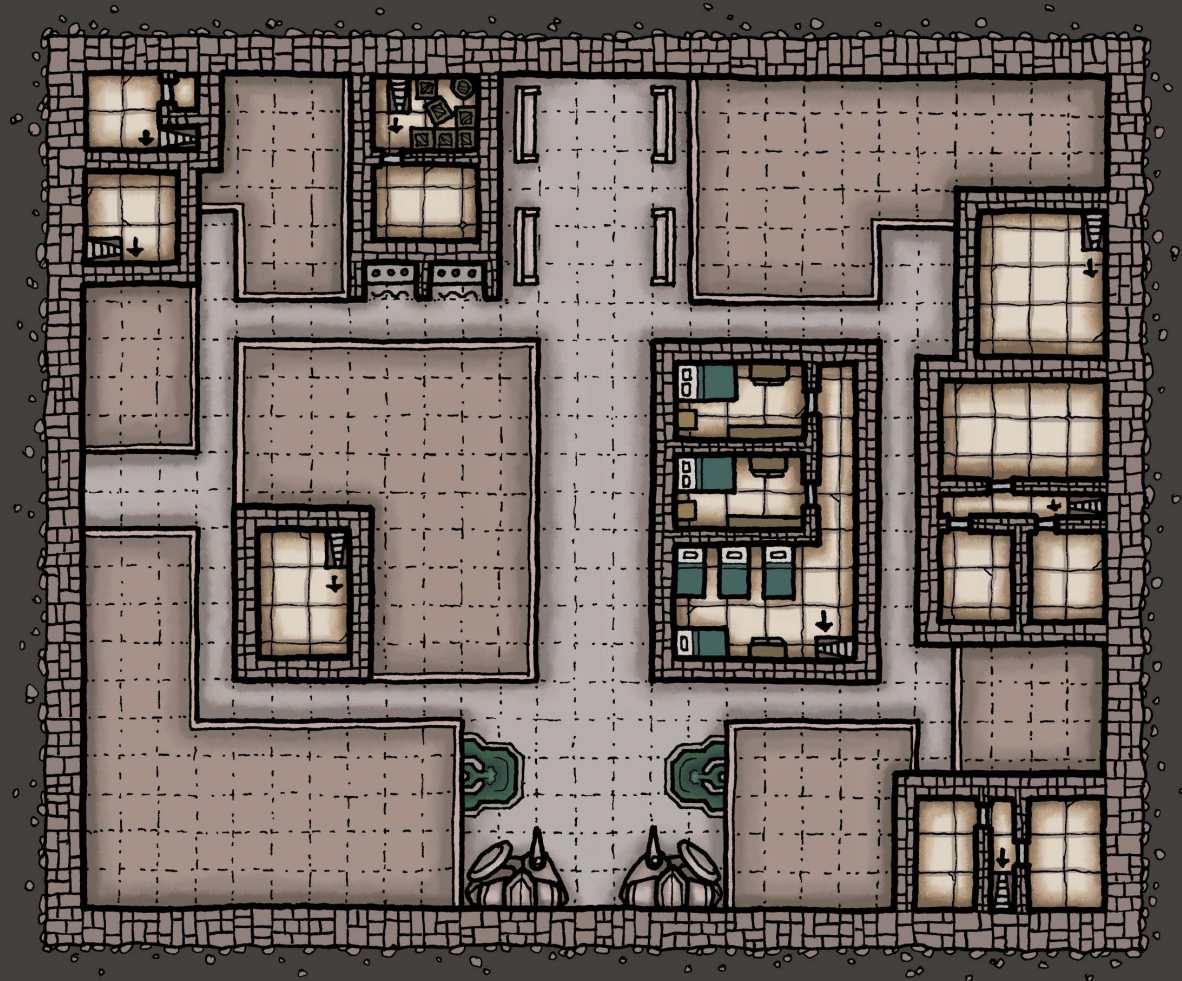
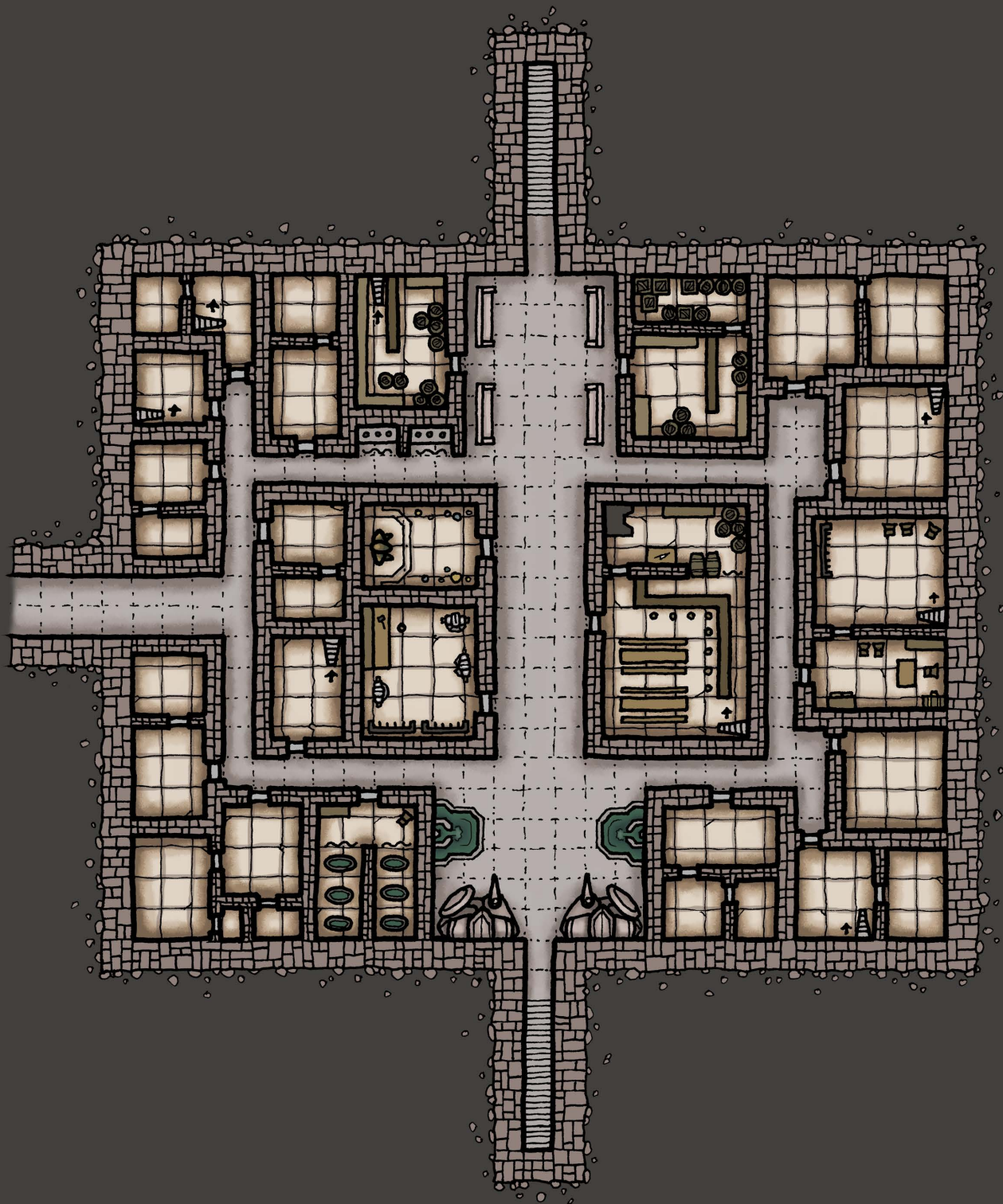


DELVERS' REST

- Delves' Rest is a waystation on the stairway from the Great Hall to the Underdark. It lies about a day's travel from both. It is adjacent to the city's prison, the "Pits of Justice."
- Delves' Rest is widely regarded as the worst-smelling place in all of Brazen throne. Every person passing through has spent the last day or so traversing stairs and they all arrive bathed in sweat. It soaks into the floors, the walls, the bar stools. And there is no rain to wash it away. Imagine a gym used by hundreds of people every day that has never been cleaned. For years. Imagine sweat that is not merely old or stale, it is *antique*. It is *vintage sweat*. That is the smell of Delves' Rest. It is a hateful smell. The local residents are somewhat used to it.
- Nearly all the residents of Delves' Rest are either mercenaries, Underdark guides or workers in one of the area's few shops. No one lives in Delves' Rest without a specific reason for doing so.
- Since Delves' Rest lies a fair distance from the city proper and bringing anything in is difficult, prices are considerably higher than they would be elsewhere in Brazen throne. When asking why the price of ale is so high, the bartender might tell a player that paying someone to haul a cask down a miles-long staircase is expensive.
- The armorer's shop doesn't have a forge and mostly sells goods made in the city proper or, occasionally, foreign items from the trading outpost below. They are equipped to do minor repairs as well. The prices are well above normal.
- Guides, guards and porters wait at the benches by the stairway down, offering their services to travelers. A variety of skillsets and languages are on offer here.

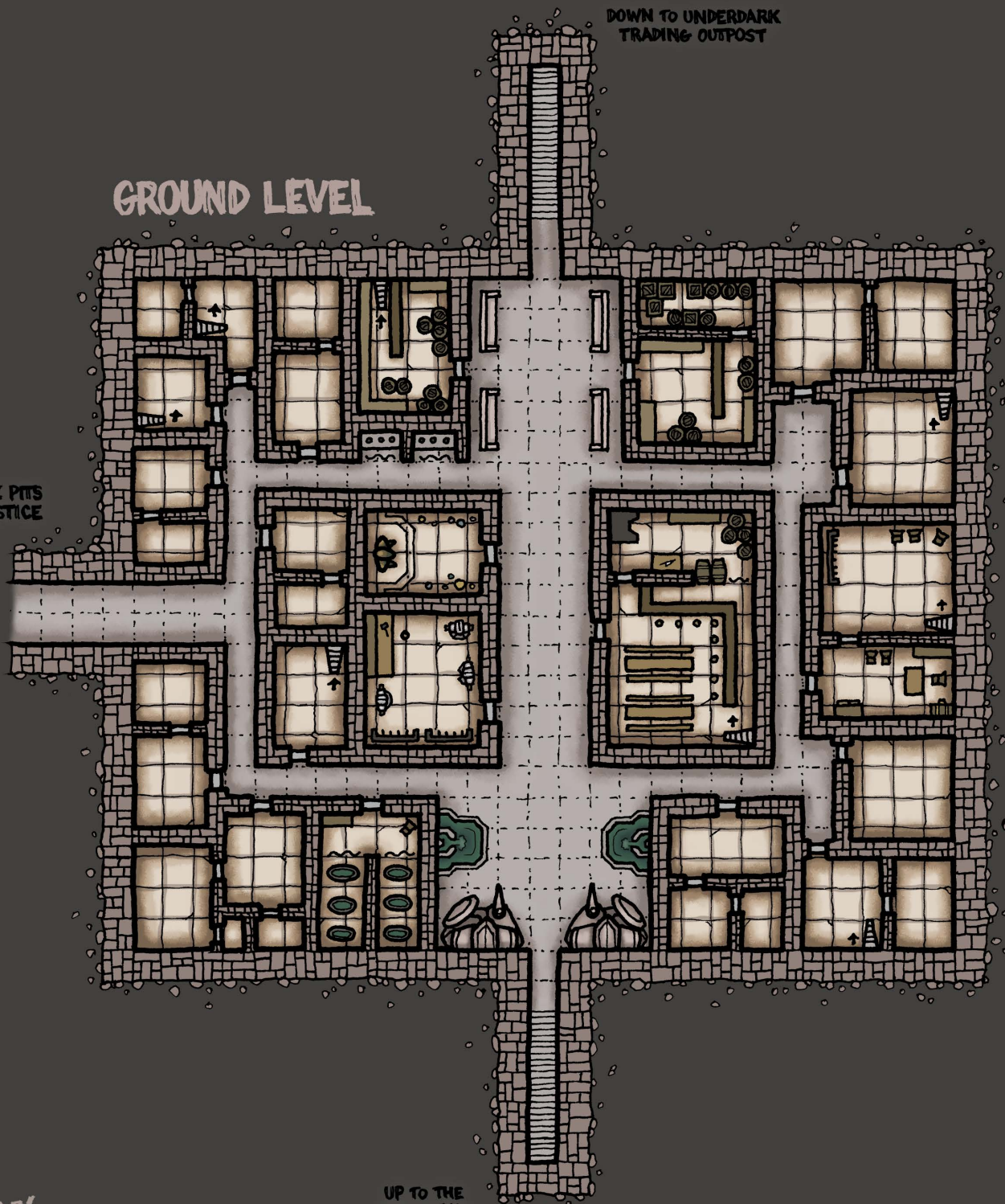
- Many travelers will stop to pray or leave offerings at the shrine to Marthammor Duin, the dwarven god of wanderers and travel.
- The Sons of Clangeddin are a small band of mercenaries who are often hired to protect caravans or clear tunnels in the Underdark.



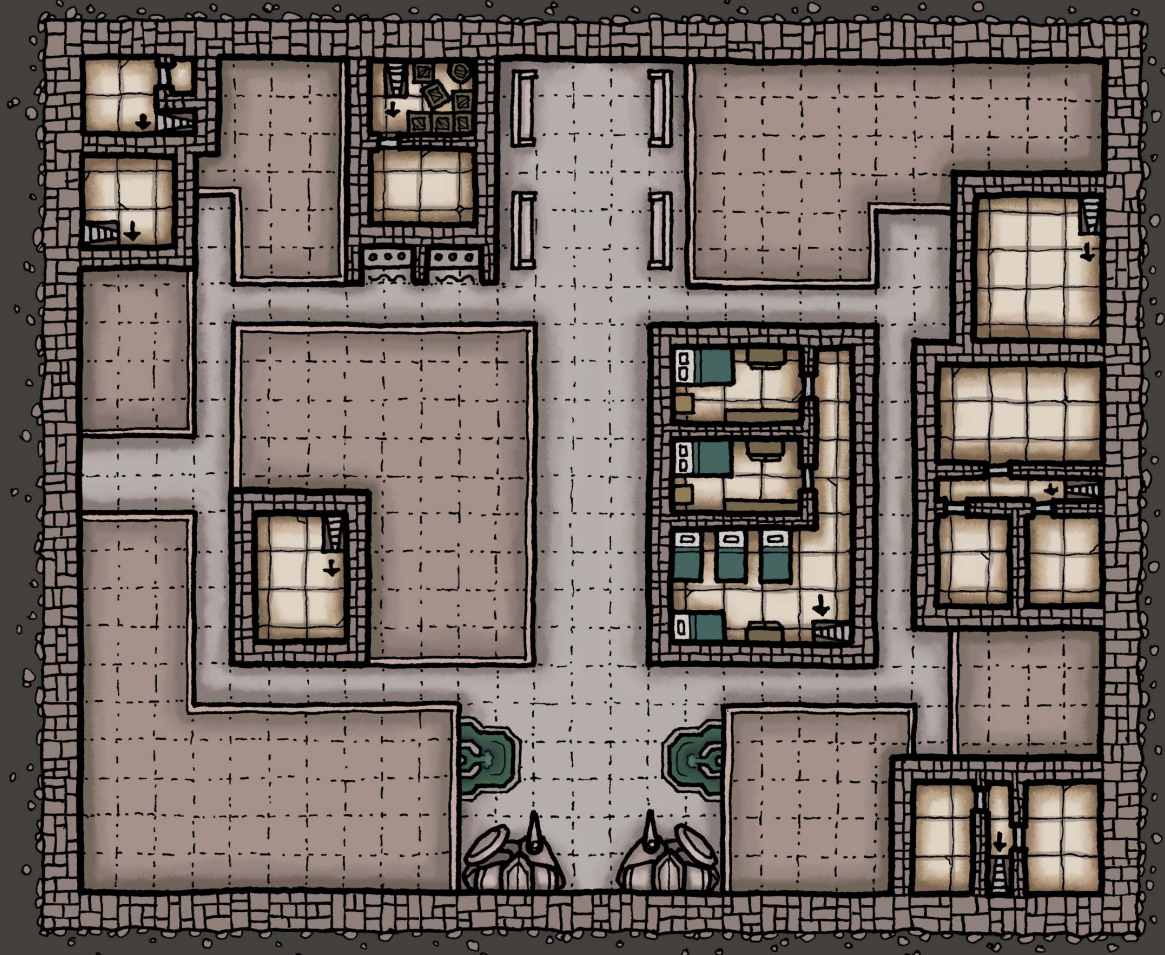


GROUND LEVEL

DOWN TO UNDERDARK
TRADING OUTPOST



SECOND LEVEL

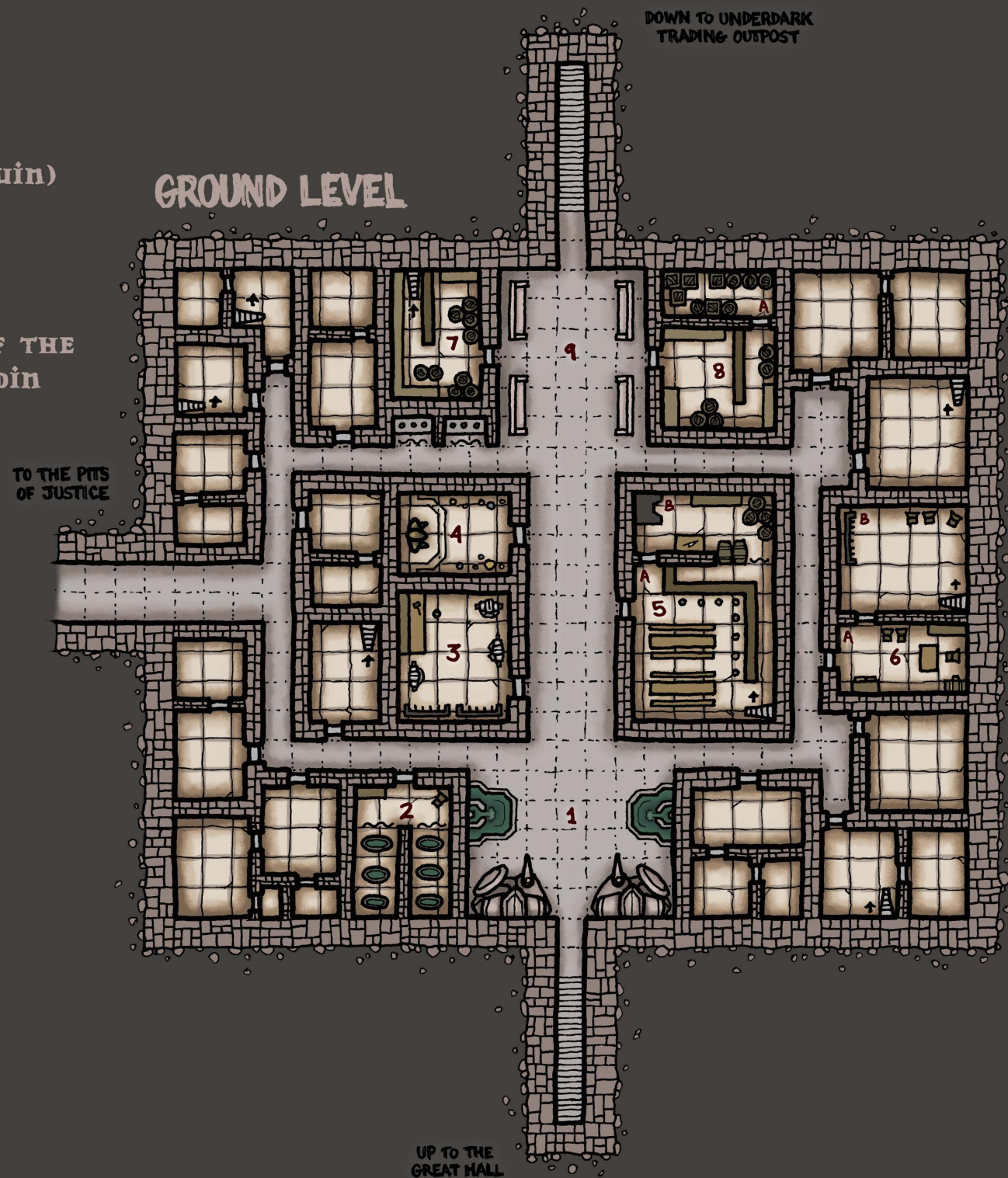


□ = 5'

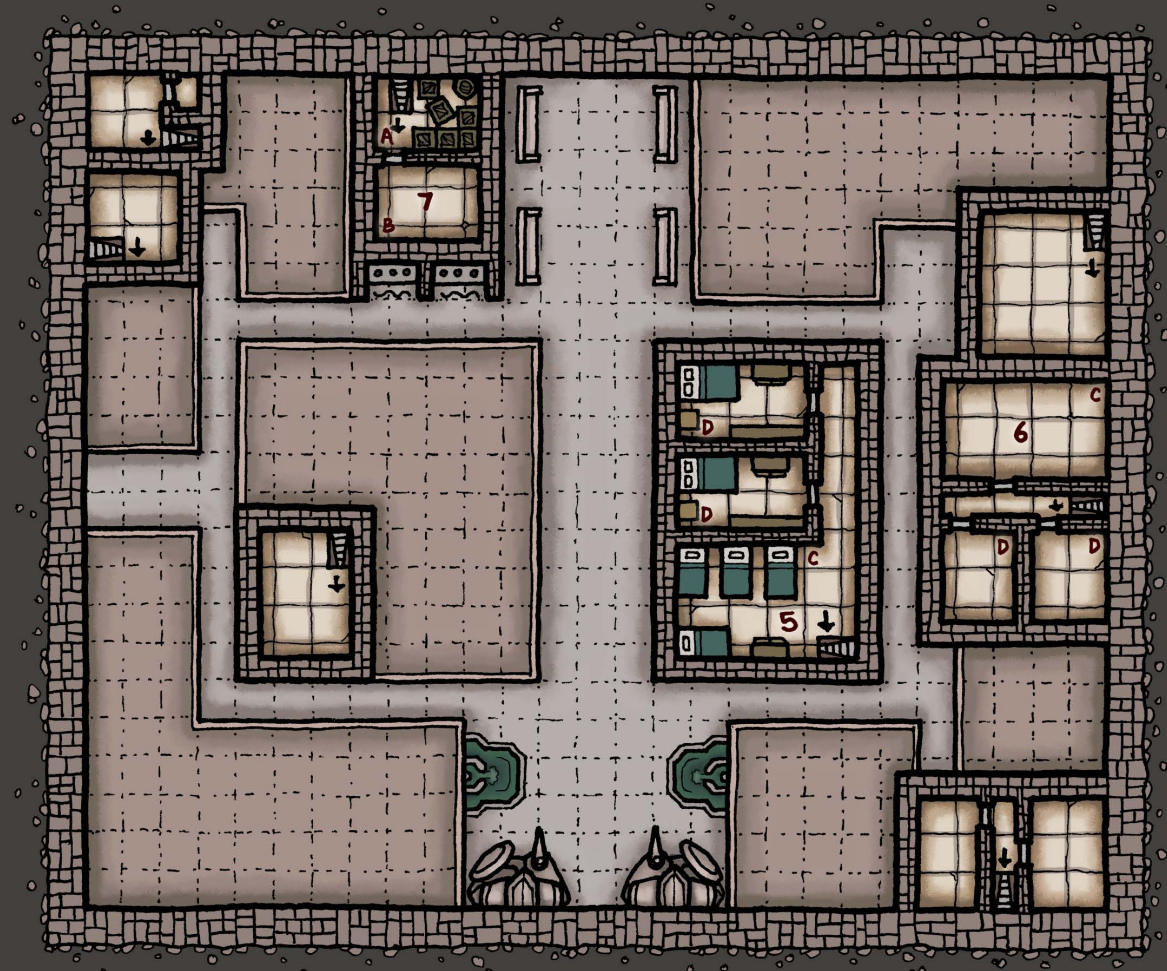
UP TO THE
GREAT HALL

- 1 - FOUNTAINS
- 2 - BATHS
- 3 - ARMORER'S SHOP
- 4 - SHRINE
(MARTHAMMOR DUIN)
- 5 - INN
 - A - TAVERN
 - B - KITCHEN
 - C - COMMUNITY ROOM
 - D - PRIVATE ROOM
- 6 - HEADQUARTERS OF THE
SONS OF CLANGEDDIN
(MERCENARIES)
 - A - HIRING HALL
 - B - TRAINING HALL
 - C - SOLDIERS' BUNKS
 - D - COMPANY OFFICERS'
QUARTERS
- 7 - COALBEARD'S
PROVISION SHOP
 - A - STOCK ROOM
 - B - SHOPKEEPER'S RESIDENCE
- 8 - HENRIK'S FINEST
PROVISIONS
 - A - STOCK ROOM
- 9 - GUIDES, GUARDS
AND PORTERS
FOR HIRE

GROUND LEVEL



SECOND LEVEL

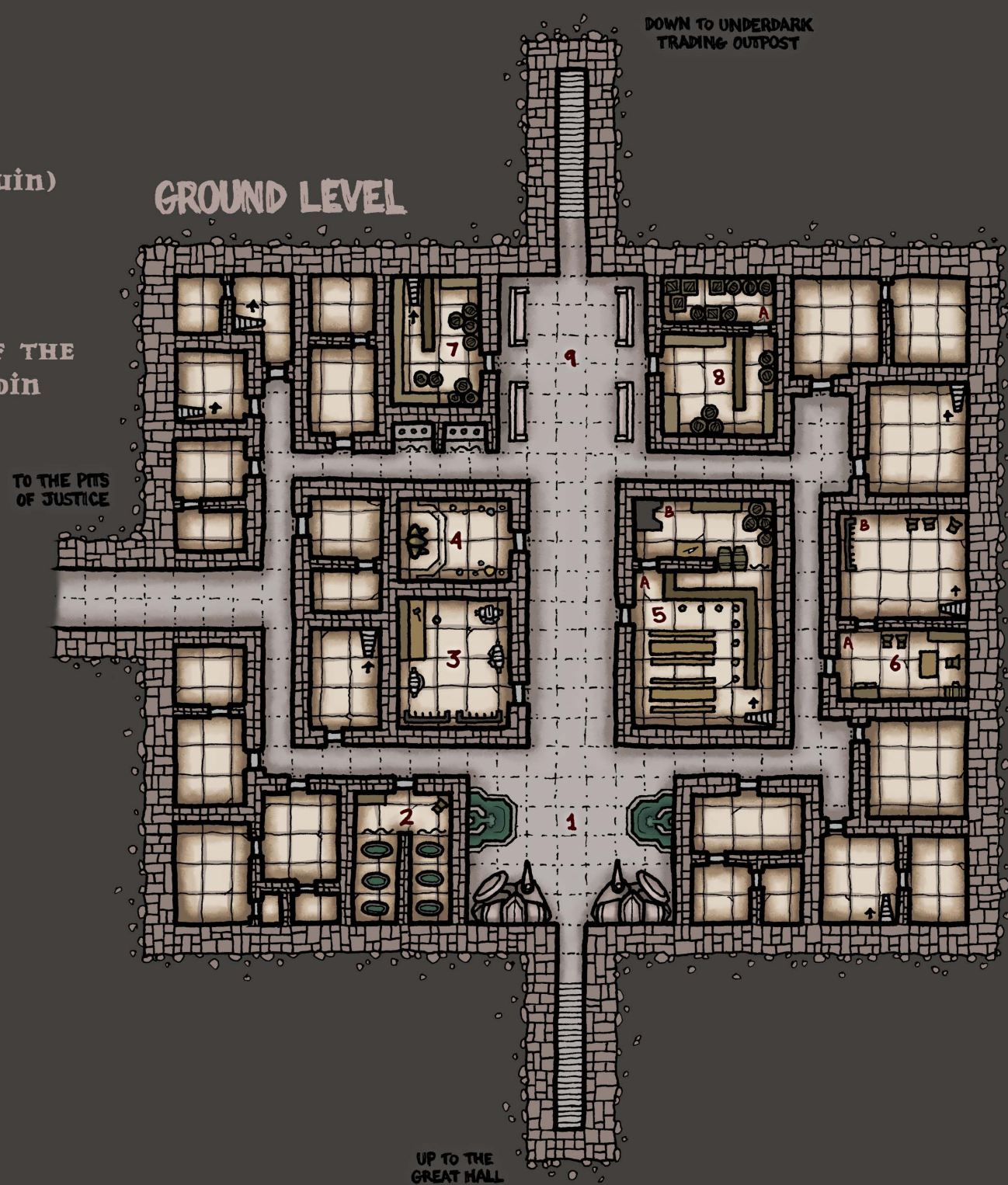


□ = 5'

UP TO THE
GREAT HALL

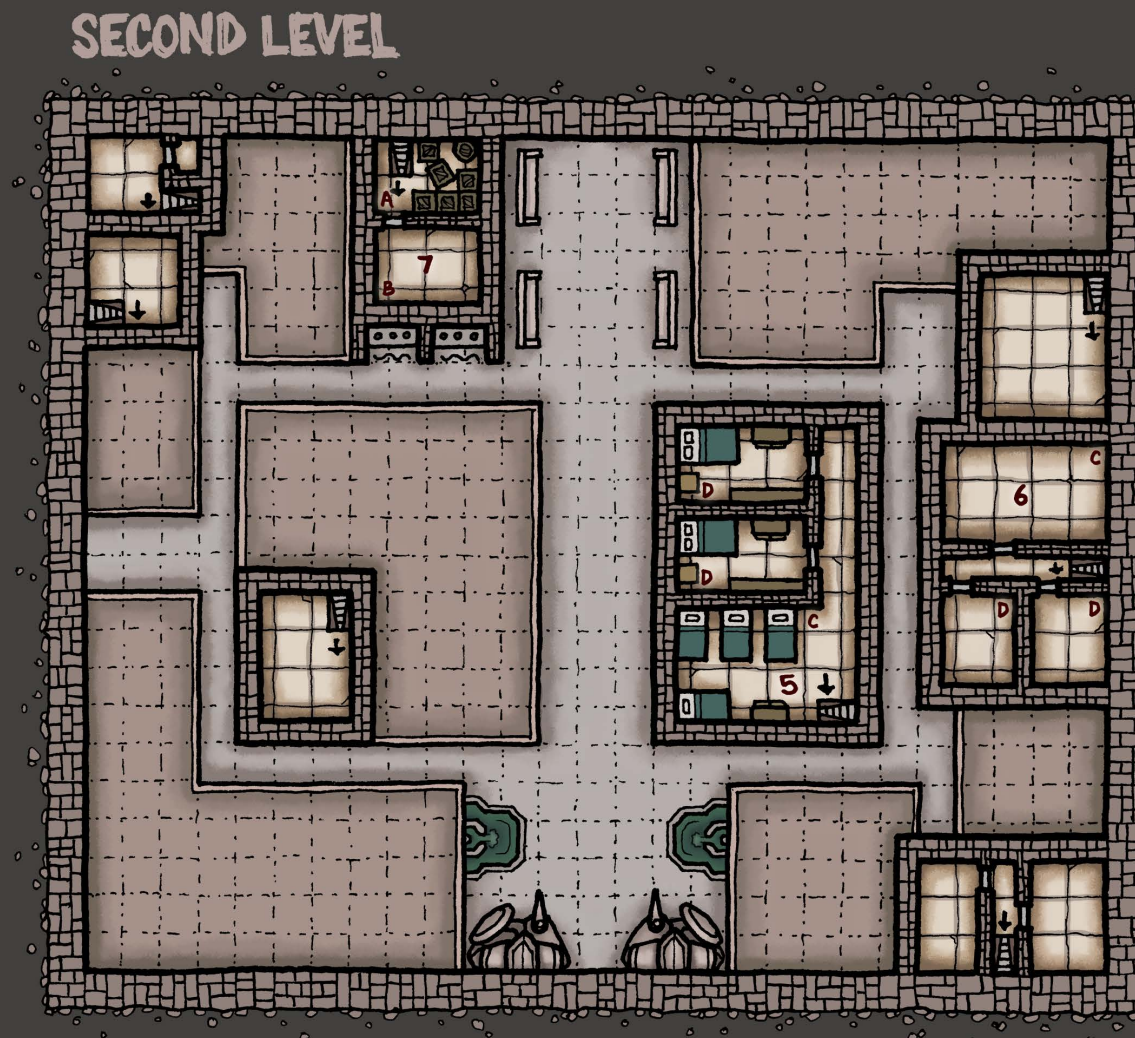
- 1 - FOUNTAINS
- 2 - BATHS
- 3 - ARMORER'S SHOP
- 4 - SHRINE
(MARTHAMMOR DUIN)
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- 9 - GUIDES, GUARDS
AND PORTERS
FOR HIRE

□ = 5'



DOWN TO UNDERDARK
TRADING OUTPOST

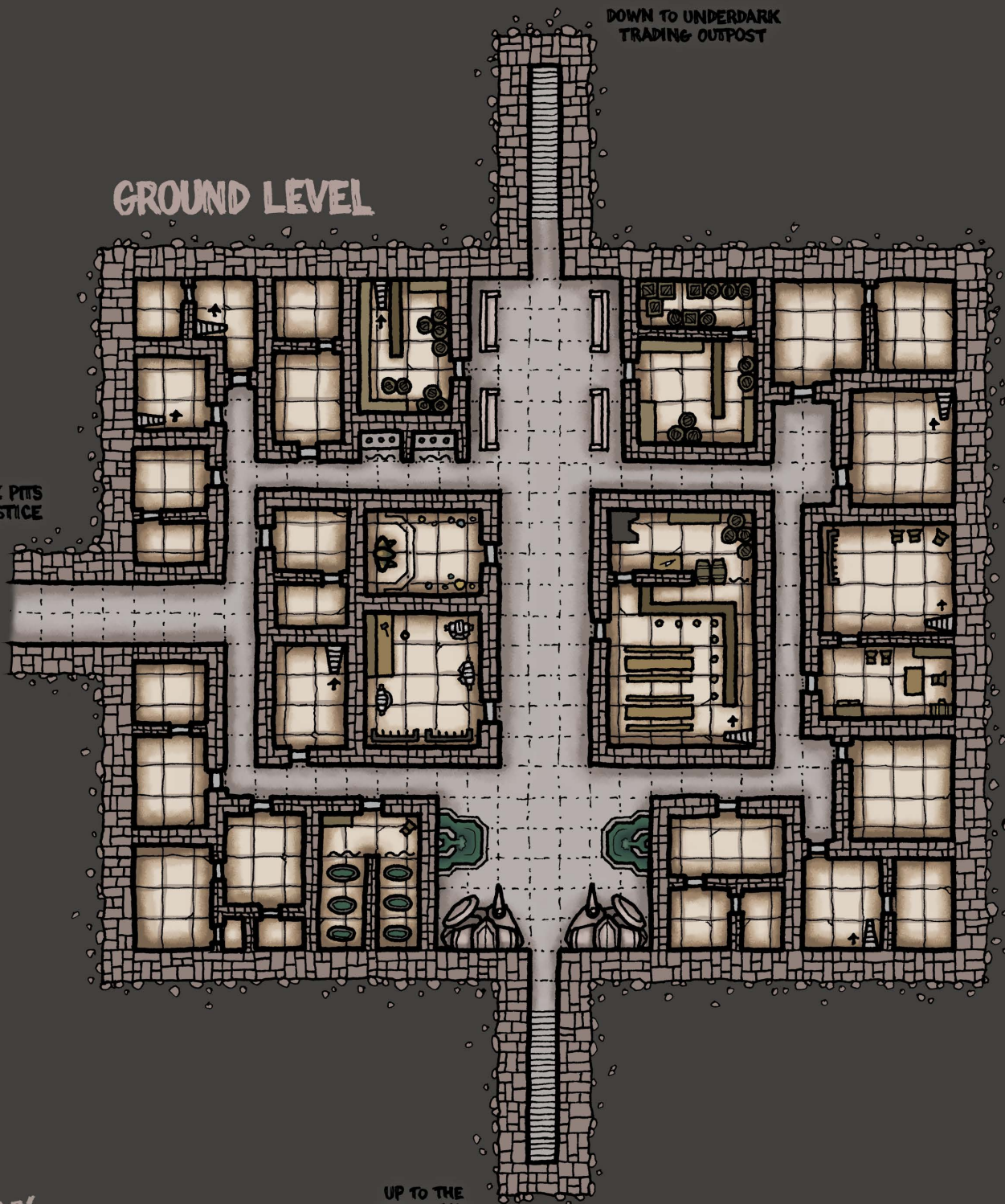
TO THE PITS
OF JUSTICE



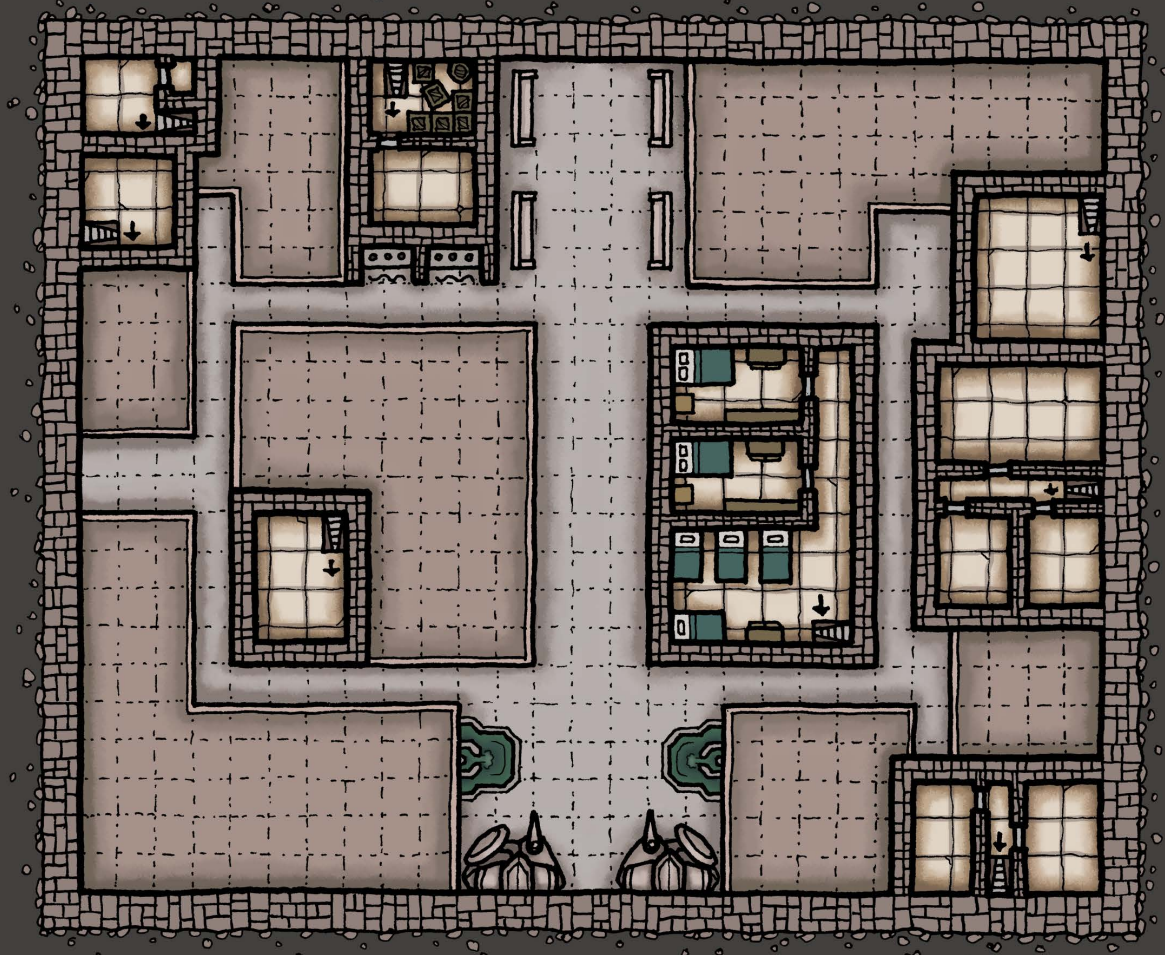
DELVERS' REST
A WAYSTATION ALONG THE
STAIRWAY TO THE UNDERDARK

DOWN TO UNDERDARK
TRADING OUTPOST

GROUND LEVEL



SECOND LEVEL



DELVERS' REST
A WAYSTATION ALONG THE
STAIRWAY TO THE UNDERDARK

□ = 5'

UP TO THE
GREAT HALL