

Elven Tower Cartography



Snacks for the GM's Mind

Adventure Resources and Ideas
One-shot Suggestions
Game Design Tips



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The intent with this material is to create ideas and extra material for the illustrations I create. You're free to use this information or change it in any way to adapt it to your own game and players.

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165 Dwarven Throne Room



Important

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Dwarven Throne Room

About this Resource

This resource features the general description of an underground throne room. The DM is free to determine what party level to use this location for.

The DM is free to change or modify any or all the information found here. NPC names and settlement names are the first the DM should consider changing to accommodate any homebrew world lore.

Location Description

The location described here is an underground throne room with its adjoining areas. The location is suitable for a dwarven, gnome, or drow settlement. Or other similar inhabitants of the Underdark with organized societies. The illustration is lightly inspired in Gauntlgrym, a dwarven city in the Forgotten Realms setting. Some areas are described in no particular order.

General Features

- **Decoration.** Ancient builders used exquisite stonework to for the floors, walls and ceilings. The court in particular is decorated with gorgeous bas-reliefs, runes and statues of expert craftsmanship.
- **Lighting.** Most locations in the court are brightly illuminated with torches in sconces placed on the walls. Servants change the torches often to avoid darkness. Some large chambers also have braziers.
- **Weather.** Temperature is warm in court because of the raging forges some levels below.
- **Dress Code.** No one is allowed in the throne room or adjoining court area without fine clothing. Every NPC encountered here wears his best clothes and jewelry so as to impress others. The only exception are the servants.

The Vault of Kings. This grandiose cave is the central hub of the dwarven city. All important areas connect directly to the Vault of Kings. Scores of

marble and granite statues decorate the walls of the vault. All of them of dwarven heroes of the past. At the end of the vault, there are two huge golden doors that lead to the throne room. The doors have precious stones embedded on them.

The Throne Room. It is the biggest chamber in the court, measuring 160 feet from the door to the back wall behind the throne. Eight sturdy pillars serve as the foundation of this room, supporting the high ceiling. Heroic dwarves from the city's history look from the stone walls, their faces carved with delicate precision. The throne is on a raised dais next to the south wall. The dais is 15 feet high. The ornated throne is a testament of dwarven craftsmanship. It is made of marble with gold inlays. The back of the seat has thousands of precious stones embedded on it.

Council Room. While the dwarven king is the highest authority. Dwarven law demands the existence of a council that directly represents the important guilds and the commonfolk. A big round table with 32 chairs dominates the room. There is a bigger throne-like chair reserved for the king. There is a secret door near the south west wall behind a bookcase. The secret passage leads out of the court. It is designed as an emergency exit. Every council member knows about it but no one has used it for over a decade. There is a common library and offices for the most important councilmen north of the council room.



Elven Tower Cartography

Servants Area. The area immediately under the council room and the king's library is for the servants. Only the most trusted servants serve and live in court. The underground area includes storage room, kitchen, a larder, and sleeping quarters for the servants. This area is accessible through spiral stairs that connect to the council room and the king's library.

Royal Quarters. The king's library features an incredible collection of books and scrolls amassed by past kings. Many books are unique copies of incalculable value. There are also old spell books and ritual books. The royal room is the king's personal quarters. It features a private bath. There is a secret exit on the south wall behind a desk. Only the king, his immediate family and the steward

know about this tunnel. It leaves court and the city, after kilometers it exits well away from the dwarven city.

Court and Family Quarters. Four luxurious rooms reserved for the king's immediate family, his steward and sometimes a distinguished dignitary from a foreign place.

Guests' Wing. Almost ten rooms and common rooms reserved for court members. The people living in court come and go often, according to their own affairs. There is usually a son or two of foreign kings living here as squires/apprentices. A common practice among noble families to show appreciation and as a token of peace.

