



### **Background:**

Deep beneath the jagged peak of the mountain only known as The Ice Titan lies the lost dwarven city of Moriah. It was at one time the center of dwarven mining industry and gem trade. Then, at the very peak of the city's influence, the mountain suddenly exploded in liquid fire. Magma and earthquakes destroyed most of the city in the span of a few hours, and those that escaped were lucky to escape with only their lives. The Ice Titan has long since gone dormant, and the memory of Moriah exists only in the most obscure tomes of history. Though the eruption destroyed large swaths of the underground city, there still exist areas that remain largely untouched since the day the mountain exploded.

### **Area 1: Entrance**

Four columns frame 10' massive stone double doors covered in bas relief carvings. *Museum of Dwarven Artistry* is inscribed in the arch above the doors. The arch is badly damaged and looks lopsided; in fact, the damage to the arch has jammed the doors shut.

### **Area 2: Foyer**

In the center of the foyer stands the statue of a dwarf in ancient artisan garb, hands outstretched in welcome. There are passages leading north and south that terminate in circular rooms. To the south, a sculpture of a mining pick stands atop a pedestal. An inscription around its base in ancient dwarven reads *Respect through Industry*. To the north, a sculpture of a cut jewel stands atop a pedestal. An inscription around its base reads *Peace through Trade*.

### **Area 3: Entry Hall**

Six huge pillars support the vaulted ceiling of this hall. It is decorated in frescoes depicting daily life in the city of Moriah. In the alcoves to the north and south are fountains carved out of the walls in the form of fierce dwarf faces. The fountains are fed by a spring, and still spew fresh water out of the fountain's mouths and into their basins.

### **Area 4: Basement Storage**

The secret door accessing this area was seamlessly integrated into the wall for aesthetic reasons. At the bottom of the stairs lies a storage room whose northeast wall has collapsed. A pool of putrid stagnant water covers most of the floor. There is a stack of crates standing in a puddle of what looks like oily, thick slime. Several bales of straw, used for packing, are stacked along the north wall.

**Special Features:** Combat (slime); Treasure (mundane supplies)

### **Area 5: First Floor Hall**

This hall continues the frescoes from Area 3. There are two storage closets in this area whose doors have been disguised as part of the frescoes.

**Special Features:** Treasure (mundane supplies)

### **Area 6: Room of Gemstones**

Perfectly cut gemstones sit on tables, covered in a thick layer of dust. Signs are posted throughout the room in ancient dwarven stating *Please do not touch the gemstones*. Guard statues stand in all four corners of this

room; they will animate and attack anyone who tries to take gems. The statues cannot be destroyed, merely disabled for a short period of time. The room beyond Area 6 is collapsed, blocking access to further rooms.

**Special:** Optional Combat (Animated statues); Treasure (Gems)

### **Area 7: Mining Exhibit**

The three alcoves in this room each hold a life-sized diorama of dwarves in the various stages of mining, with descriptive placards: cutting a new mine, active mine engineering, and safely closing a mine. Some of the mannequins are toppled, and all are covered in cobwebs.

### **Area 8: Research Library**

The secret door accessing this room was seamlessly integrated into the wall for aesthetic reasons. The library holds a vast amount of historical information about Moriah, as well as maps detailing the locations of several gem mines near the city.

### **Area 9: Public Restrooms**

Two restrooms and a waiting area. Each restroom has 3 chamber pots. Lifting the lid of a pot reveals a small sphere of annihilation. One of the chamber pots lies smashed, and its sphere of annihilation now hovers freely where the pot once stood.

### **Area 10: Architectural Pillars Exhibit**

This room is full of columns displaying different styles of dwarven column work. These columns do not reach the ceiling, and do not support anything.

### **Area 11: Empty Room**

This room is completely empty. The floor has no dust on it, and there are no cobwebs in any of the corners. There are no frescoes or carvings on the walls, nor are there any ornamental pillars. The air is completely still, yet smells fresh somehow.

### **Area 12: Dwarven Portraits**

There are three separate chambers in this area. On the walls of all three of these rooms hang portraits of dwarves. The chambers closer to Area 14 feel much hotter than the rest of the museum. Across the back wall of one of the chambers hangs a giant spider web; a ghostly spider has taken up residence here.

**Special Features:** Combat (Ghostly or Phasing Spider); Treasure (art)

### **Area 13: The Empty Pedestal**

Benches line the walls of this room. In the center stands an empty pedestal, not unlike the one that stands in the entrance to the museum. There is no evidence that a statue ever stood here.

### **Area 14: Collapsed Room**

This room is unbearably hot because of its proximity to an active lava flow. There is an inscription over the entrance that reads: *Dw\*\*\*\*\* \*\*poncraft throu\*\* \*\*\* \*ges*. This room has collapsed completely, blocking access to further rooms.