



### **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.

### **Hooks:**

- The PCs find an ancient scroll that mentions the city of Moriah in passing. Using some cross referencing, someone in the party (or a sage) figures out its location.
- The city has recently been rediscovered, and there's a "treasure rush" of adventurers delving into the mountain. A hastily erected tent city on the side of the mountain serves as a lawless base camp for many.
- They are hired to retrieve documents or records from the museum's research library.

### **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 (Difficult DC Athletics). A character forcing the doors open triggers a hazard.

**Special Features:** Hazard (Collapsing Ceiling Trap)

### **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 (ooze subtype); Treasure (mundane items)

### **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. There is also a similarly disguised secret door to Area 8: Research Library.

**Special Features:** Secret Doors (Perception Moderate DC); 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 (4 Soldiers); 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. When the pots are lidded tightly, a small sphere of annihilation appears within them. One of the chamber pots lies smashed, and its sphere of annihilation now hovers freely where the pot once stood.

**Special Features:** Minor Sphere of Annihilation (Stabilized) (see below)

### 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.* (Dwarven Weaponcraft Through The Ages) This room has collapsed completely, blocking access to further rooms.

**Special:** In this room, creatures take ongoing 10/20/40 (by tier) fire damage (leaving the room ends).

### Collapsing Ceiling

Lurker

#### Trap

*You hear loud crack, and suddenly earth and stone falls from the ceiling.*

**Hazard:** The arch framing the doors is cracked and unstable.

#### Perception or Dungeoneering

◆ Moderate DC: The character notices that opening the doors will likely cause the arch to collapse.

#### Trigger

When a creature opens the door.

#### Attack

**Standard Action Close burst 2**

**Target:** Creatures in burst

**Attack:** Level +3 vs. Reflex

**Hit:** Medium damage (by level). Any flame based light sources carried by the target are extinguished.

**Miss:** Half damage

**Effect:** All creatures are in the burst are buried, and must make Athletics checks to escape as outlined below, or take ongoing damage.

#### Countermeasures

◆ Dungeoneering (Easy DC) A character can reinforce the arch to keep it from collapsing.

◆ Acrobatics (Moderate DC): The PC is able to dodge out of the way somewhat, granting the PC +2 Athletics to all checks to escape from the pile of dirt.

◆ Athletics (Moderate DC): The PC escapes from the pile of dirt. Every failure confers 5/10/15 ongoing damage (escape ends). This damage stacks.

### Minor Sphere of Annihilation

Lurker

#### Hazard

*A cold, utterly black sphere of true nothingness hovers in the air, hissing quietly.*

**Hazard:** A sphere the size of a man's hand annihilates anything it touches.

#### Perception

◆ No Perception check is required to notice the sphere.

#### Trigger

The sphere enters a square occupied by another creature or object.

#### Attack

+4 vs. Reflex

**Hit:** The target is completely and irreversibly annihilated from all planes of existence.

#### Countermeasures

◆ **Control:** If the sphere is Stabilized, a creature can attempt to control the sphere. They must make a Standard Action Difficult DC Arcana check to take control of the Minor Sphere of Annihilation. A minor action is required each round to maintain control of the sphere.

- If the check fails, the sphere is considered Destabilized. The creature that failed the check is considered to be the creature that last controlled it.

◆ **Stabilize:** 3 separate creatures within 3 squares of the sphere can attempt to Stabilize the sphere. They must each make a Standard Action Difficult DC Arcana check in the same round to Stabilize the Minor Sphere of Annihilation.

- If Stabilization fails, the sphere is considered Destabilized. The creature that made the lowest Arcana check in the Stabilization attempt is considered to be the creature that last controlled it.

#### Special Definitions

**Destabilized:** The sphere will move 1d4 squares every round towards the creature that last controlled it. If that creature is annihilated, the sphere then moves 1d4 squares in a random direction every round.

**Stabilized:** The sphere hovers in place, and does not move.

**Control:** A creature that is controlling the sphere can use either of the actions below

#### Move Action

The controlling creature can move the Minor Sphere of Annihilation 2 squares.

#### Sustain Minor

The controlling creature can maintain control of the Minor Sphere of Annihilation with a minor action. If the controlling creature does not sustain control of the sphere, it becomes Destabilized.

#### Follow Up Hooks:

- The characters find maps and notes in Area 8: Research Library that outline the location of gemstone mines near the city.
- Characters decide to excavate/explore areas beyond the collapsed rooms (Area 6 and Area 14)
- One of the portraits in Area 12 looks exactly like an NPC the party knows, and the name below the portrait matches as well.