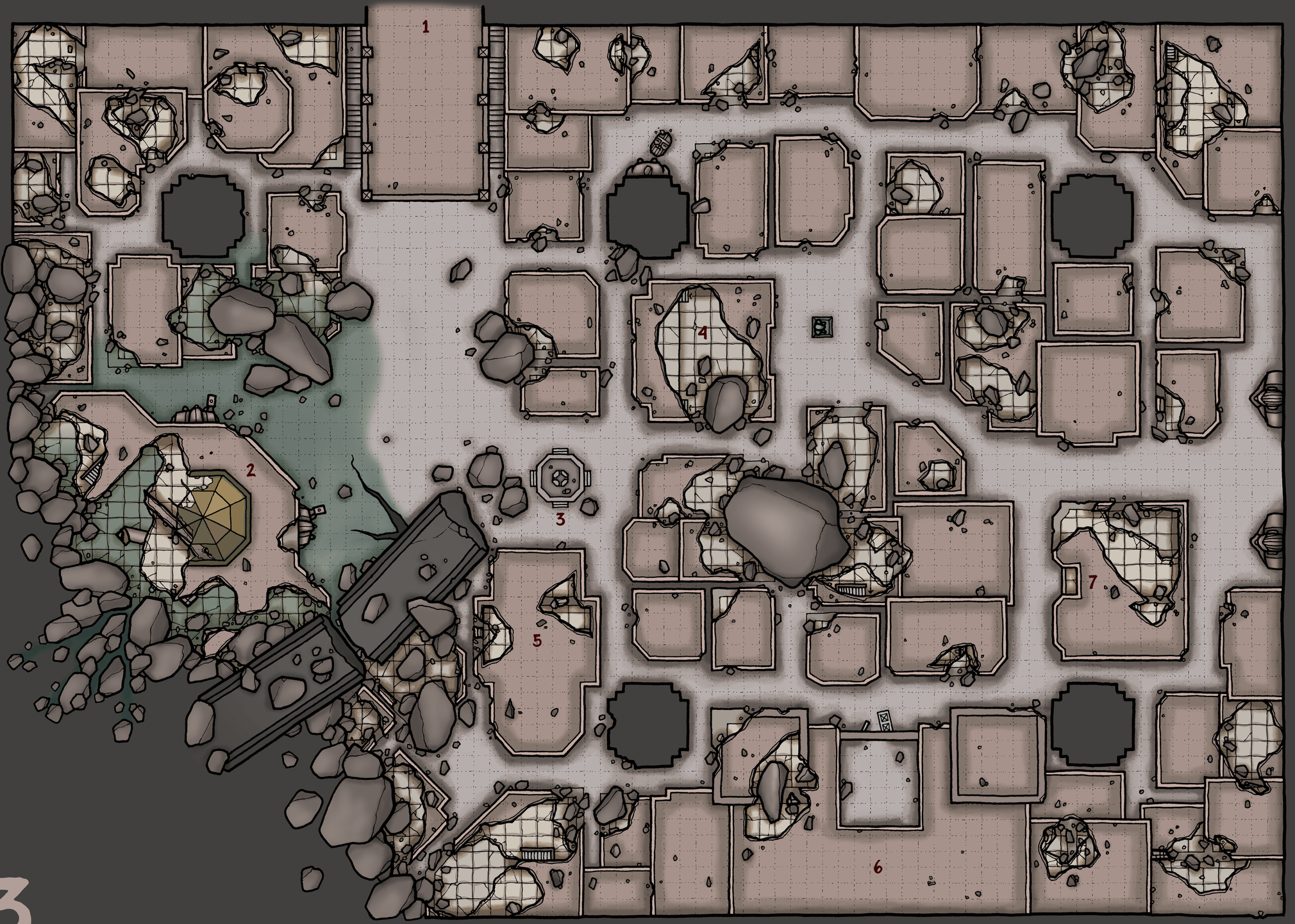
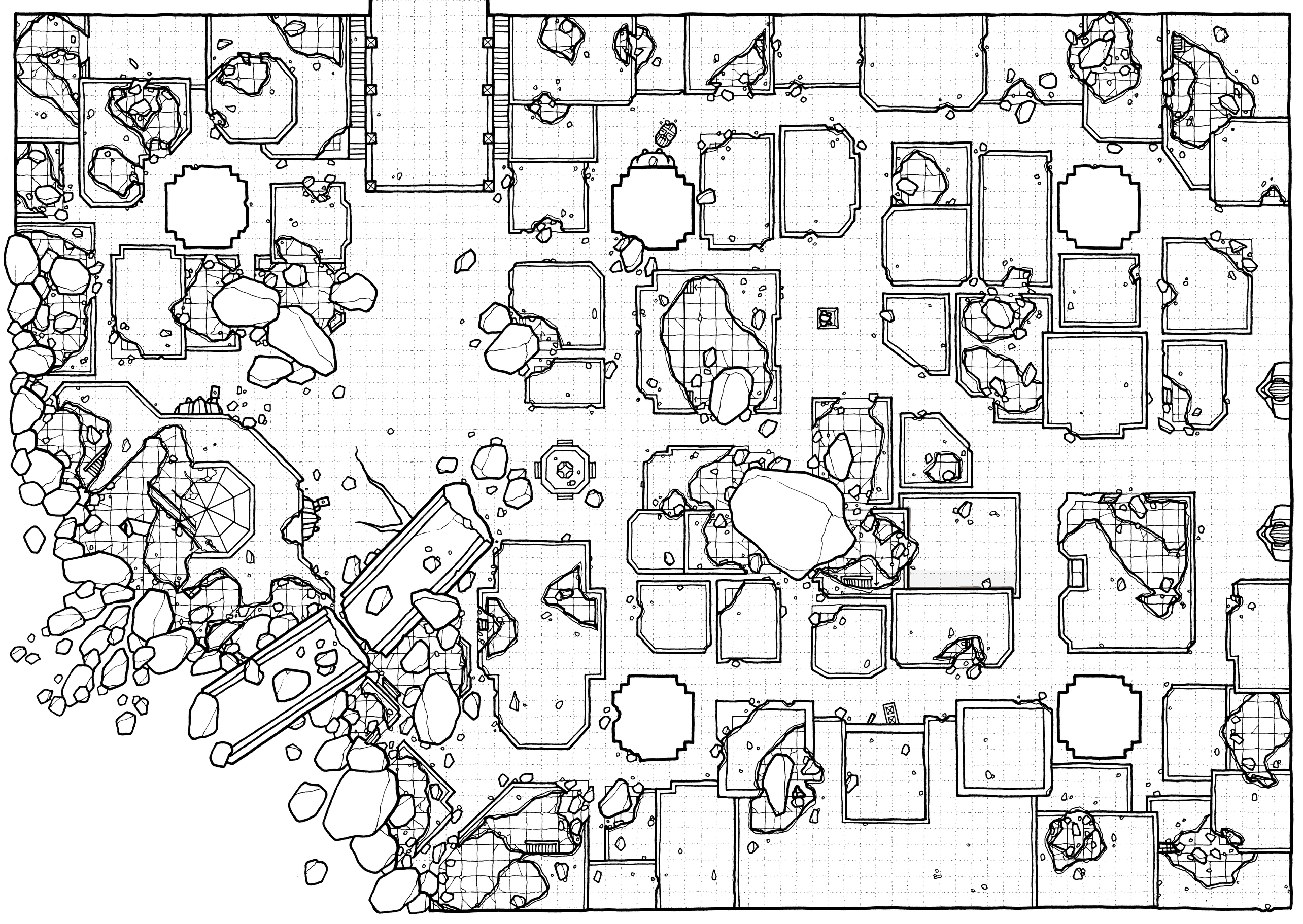


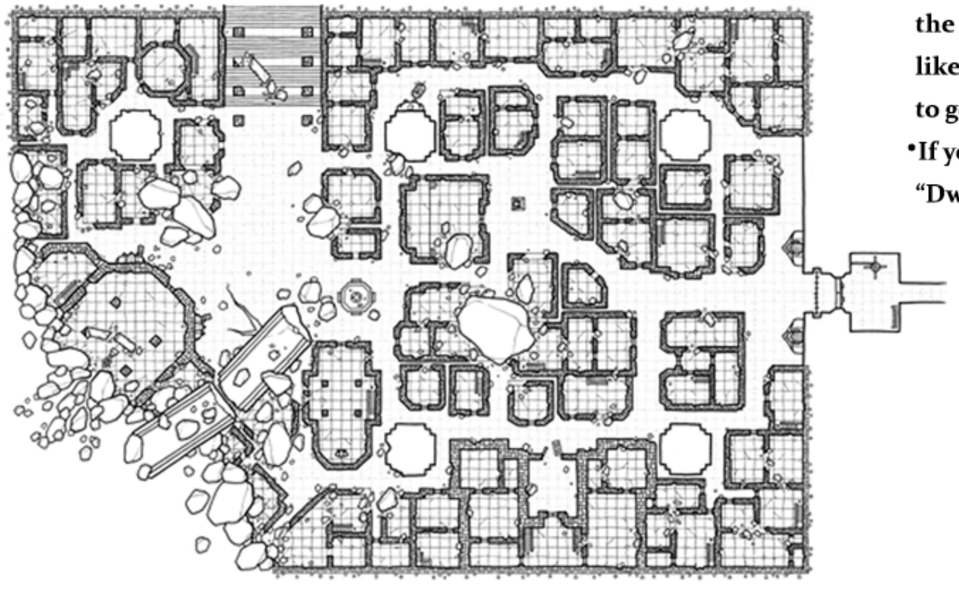
1 - TO THE OLD PALACE
2 - GREAT TEMPLE OF MORADIN
3 - FOUNTAIN
4 - THEATER
5 - TEMPLE OF CLANGEDDIN SILVERBEARD
6 - BARRACKS
7 - GEOLOGISTS' GUILDHALL



The Old Quarter

About

- The Old Quarter was the first chamber to be excavated when the city of Brazenthrone was founded around 1700 years ago. After a terrible earthquake caused a partial collapse of the ceiling, it was deemed structurally unsafe by the Ministry of Engineering and was abandoned and gated off from the rest of the city, along with the adjacent Old Palace to the north.
- In its time, the Old Quarter was known as the "Temple Quarter" and was home to the Great Temple of Moradin, dedicated to the chief god of the dwarven pantheon. A smaller temple to Clangeddin Silverbeard, the dwarven god of battle, was built there as well.
- Despite the name, the area was not exclusively for religious institutions. In fact, the area served largely the same purpose that the Great Hall does today, housing an assortment of political, financial and academic buildings that made up the city center. Most of these are now unrecognizable.
- The collapse of the Old Quarter was caused by an earthquake of tremendous proportions, believed to have been caused by rapidly-shifting magma deep underground. Despite the dwarven practice of over-engineering their living spaces to the point of near-indestructibility, any structure has a point at which it will fail and that point was reached in the Quarter's southwest column.
- When the column fell, a large part of the chamber's ceiling came down with it, burying that corner of the chamber in rubble. Smaller pieces of rock came down in other places as well, smashing through the buildings below. In addition, the force of the massive support column slamming onto the ground created a deep crack in the floor, which is believed to lead to a series of previously-unknown caverns below.
- The dwarves have never delved into the rift to find out what lies below. In fact, whatever the rift leads to may not actually be caverns. The only reason it is known to lead anywhere is because the water flowing into it never seems to fill it up, suggesting the existence of an outlet on the other side.
- The water flowing into the chamber comes from a ventilation shaft in the ceiling. While these shafts can be found in all parts of the city, they are outfitted with raised covers that prevent rain from falling in. The cover for this shaft was destroyed in the earthquake, allowing a slow stream of water to trickle in. As the source of the water is a combination of rain and snowmelt, the flow varies from day to day.
- The depth of the water is no more than an inch or two (3-5cm) in most places. The uneven floors-- a result of the earthquake-- prevent the water from spreading further across the chamber.



Ideas

- Whatever may inhabit the Old Quarter now is up to the DM. As usual, they are almost certain to be creatures conveniently appropriate to the level of the party. Anything living there probably entered from below, through the rift in the floor.
- Alternatively, the inhabitants may have burrowed in from elsewhere. The third option, of course, is that they entered through the gate from Brazenthrone. How exactly *that* ended up happening is up to you.
- Here are a few ideas for adventures that might take place in the Old Quarter:
  - Someone went in to explore the quarter recently and the party is hired to rescue them.
  - Someone went in to explore the quarter a long time ago and the party is hired to bring back their remains. The players may discover the explorer alive, perhaps having chosen to stay there (for reasons that might involve them hiding from something. Or just being a little crazy).
  - The Ministry of Engineering surveyed the Quarter and believes another large section of the chamber may soon collapse. The impact of a collapse could send a shock through the rest of the city, causing damage to nearby inhabited areas like the Great Hall and the Noble Quarter. The party is hired to go in and install a thing that prevents this.
- If you want to keep it simple, there's always the old classic: "Dwarven ruins=loot. Go get it."